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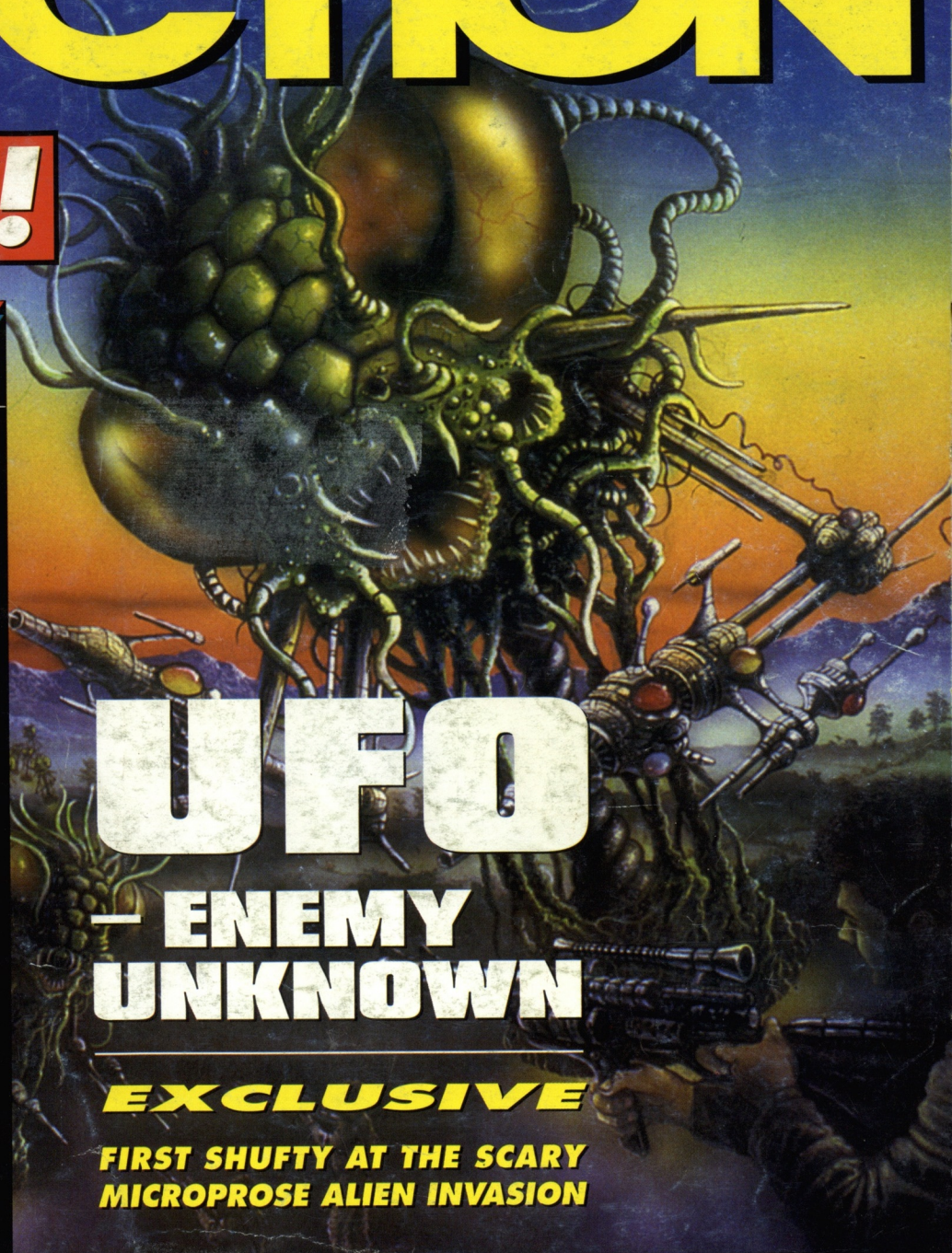
DISK 2

● **BENEFACTOR**
● **CENTER COURT
TENNIS**

DISK 3

● **ASSASSIN**
SPECIAL EDITION

Get the disks, buy the mag and
GO! GO! GO!



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ISSUE 56 APRIL 1994 £3.95 Hfl 17.95

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UNITED NATIONS RESOLUTION
643-2(C)

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For Your Eyes Only - Read & Destroy

Re: Formation of Covert UN Combat Unit

Date of Inception: 1-1-1999

Name: Extraterrestrial Combat Unit
(XCom)

The Threat:

The ever increasing appearance of hostile Alien craft. The indiscriminate landings; the terrorising and disappearance of civilians. The hysteria generated among the local population.

The Task:

To combat the Alien threat by scanning, tracking and intercepting all UFOs. To research superior alien technologies and apply that knowledge for manufacture of advanced weapons and craft to be used against the aggressors.

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XCom will exist entirely on world government funding. Each nation will allocate funds dependent on the Xcom monthly results in their specific area. Governments reserve the right to withdraw or reduce funds, at any time.

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Defend • Learn • Vanquish

UFO ENEMY U



AGAINST THE ALIEN TERROR

FO UNKNOWN



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One thing is certain - it won't be easy!

**For IBM PC Compatibles and
Commodore Amiga**

IBM PC screenshots shown.

Actual screens may vary

MICRO PROSE



AMIGA ACTION

CREATED BY...

Europress Interactive Ltd, Adlington Park,
Macclesfield, SK10 4NP
Tel (0625) 878888 Fax (0625) 876669

Editor: Paul Roundell
Deputy Editor: Steve McNally
Art Editor: Sue Ashton
Deputy Art Editor: Roger Bell
Staff Writers: Neil Jackson, Rachel Ashworth
Production: Karen Levy
Over The Edge: Brad Burton, Q
Did absolutely nowt: Paul McNally

Repro: Mark Forbes, Sarah McLachlan
Disk Packed by: T. Hardman

Advertising Department:
Tel (0625) 850874 Fax (0625) 876669
Interactive Ad Manager: Fiona Carey
Sales Executive: Helen Cartwright
Ad Production: Karen Wright
Ad Design: Steve Mattison
Administrator: Helen Weaver
Circulation Manager: David Wren
Systems Manager: David Stewart
Golf lessons please: Nic Moran
Publishing Director: Don Lewis
Commercial Director: Denise Wright
Sales Director: Rita Keane
Group Commercial Director: David Hirst
Group Chairman: Derek Meakin

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PC action

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MEGA
ACTION

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Check out the latest happenings on the Amiga front with our up to the minute news pages.



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Public Domain

Neil is chained to his desk every month and isn't allowed to go home until he has done the PD pages.

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Having trouble getting your hands on your copy of Amiga Action? Then take out a subscription.

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Talk back

Paul likes to read his own wafflings and also likes a bit of a laugh at your expense, so beware!

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Super Leagues

Your totally exclusive guide to what's top and what's not in the Amiga games world.

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Over The Edge

Much to our relief, Brad has spent some time out of the office this month playing the 'cade games.

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Swap Shop

Possibly the best market in the world for selling your Amiga related products and other stuff as well.



WIN!



Loads and loads of Kixx XL games

Yes! It's your chance to win all the Kixx XL games of 1994. Not just the releases so far mind, but all the stuff which appears before Dec 31. Just imagine, Cruise for a Corpse, Police Quest, Gunship and many more besides. All yours for the price of a particularly cheap stamp thing.

EVENTS

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COVERDISKS

DISK ONE

LIBERATION: Tony Crowther's classic in demo form, and you don't need a CD32 to play it.

DISK TWO

BENEFACITOR: Extremely small sprites are the order of the day with this platform demo from Psygnosis.

CENTER COURT: Never ending demo of Acid's new tennis game. Lob, volley, smash, serve, fault etc.

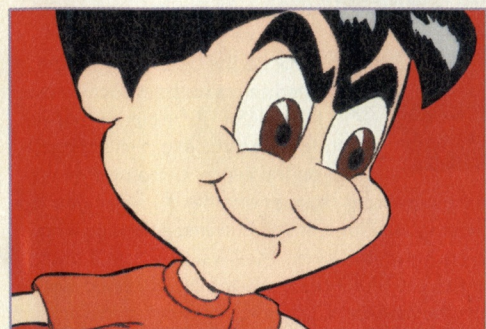
DISK THREE

ASSASSIN SPECIAL EDITION: Special demo of Team 17's revamped shoot'em-up platform adventure.



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FEATURES



SOCCER KID:

Animated adventures abound... Neil has a gander at the making of the Kid's all new cartoon graphics for the CD32

PSYGNOSIS: What the hell does that word mean?

Find this out and more in our Behind the scenes look. (p70)

STARLORD: ...part two will be featured next month.

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PLAYER'S GUIDES

SIMON THE

SORCERER: We give Sorcerer Simon the full GTGA solution treatment.

POLICE QUEST: The first part of the solution to Police Quest. To be completed next month.

GOBLINS 3: There's also the second part of the solution to Coktel Vision's graphic puzzler.



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LIBERATION



▲ Turn the telly over for goodness sake, there must be something better on the box than this.



▲ This is Steve when he comes into the office in the morning.

This demo needs at least 500 Kb of chip ram and a total of 1.5 Mb ram to run. If your machine fulfils these specifications insert disk one in DH0 and reset your Amiga. The game should then load automatically. The demo can also be installed on the hard drive by dragging the icon to the folder where you want it copied. Then double click on the icon to start the game.

Trill, the hero of the game, having escaped from captivity, has discovered that malfunctioning police droids are going around bumping off the local citizenry, then framing innocent civilians to cover it up and locking them in secret locations.

Trill must direct his trusty four droids around the city trying to find out where the prisoners are being held, but beware of the shady looking locals and the police who are hunting you down.

Moving around is achieved by using the mouse. Move the mouse into the main view area and around the edges of the area the pointer will look like a green arrow. Clicking on the left mouse button will move you forwards and backwards, rotate you or side step you left or right.

If you pull the pointer nearer to the centre of the view, it will change from green to red. If you click on the left button now, you can look up, down, left or right.

Move the pointer over any of the four images of your droids and then press the right button. This will activate the appropriate droid to use any weapon which it may have at its disposal.

If you look at the droid plates you will see that there are four icons. These select which droid's optics give you the view in the centre of the screen (handy if you split up the party), the backpack icon, an icon which swaps the position of any two of the four droids in the group and an icon to split that droid off from the rest of the party. If you split off a droid, you can join him back with the others by simply getting him to walk into them.

Press the left mouse button on the backpack icon to bring up a backpack. You can select any item by clicking on it once with the left button. Drag the item over the droid plate of the backpack you

are in, then press the left button again. The view will return to normal, and you will see that the object you took out of the backpack has now appeared on the droid plate. If you select the info button, then when you click on almost anything else, it will tell you what it is.

Move the pointer back to the main view and press and hold the right mouse button. The object will then appear where the droid was, ready to be dropped or thrown. To put something down, press the left button whilst still holding down the right button. If you release an object in the air, it will be thrown. To pick things up, just press the right mouse button over the object, then press the left button to pick it up. If there is nothing there (or the object is out of reach), then the cursor will change into a question mark when you press the right button.

You may find from time to time that some of the characters you come across try to talk to you. Choose your reply by clicking on one of the two boxes at the bottom of the screen where your default answer appears. When you like an answer, speak by clicking on the lips icon.

Taxis can be very helpful, click on the blue droid's plate, then select his backpack. Move the pointer of the rotating droid, so that he turns into a still image.

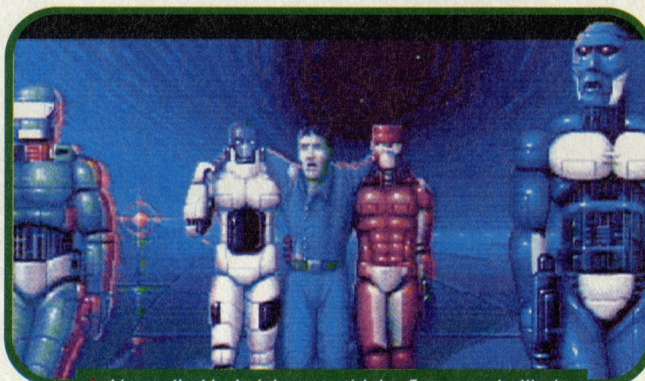
Click on the thingy to the right of his

head. You have just picked up a mapper and the display in the top right monitor will have gone blank. If you can find someone who will program it for you, give it to them. They will program it and drop it back in front of you. Put it back into the droid's head slot which will reactivate the monitor. Click on button four of the monitor and it will tell you what memories it has programmed.

Now you need to find your taxi. Keep clicking in the mapper view to scroll the mapper round and you will see the taxi indicated as a rotating white cross in the top left corner of the mapper. Walk to the taxi and get in by simply walking into it. If you select button three on the mapper it will centre itself about your droids. Buttons one and two are zoom in and out, and button four will direct the taxi to the address programmed. Otherwise you can drive the taxi manually but it is much harder.

Hope you've got all that now because you'll certainly need it to play the game.

In this demo you have to locate the first captive, Toyogon, and a few helpful hints will probably do you the world of good. Don't stand still for too long, lots of people are out to get you. Talk to as many people as possible and try to get clues. Use a taxi to get around, it's much quicker and easier. Shooting things isn't always the best course, especially as it alerts the police to your location.



▲ I knew that last pint was a mistake. Ten green bottles standing on the wall (hic). C'mon altogether now.

DUFF DISKS

We do try to ensure that tape isn't stuck to the metal shutter and that everything on the disks loads up first time round with no questions asked. If anything does happen to go wrong then return your jiggered disks in an envelope back to the following address: Amiga Action Disks, TIB, TIB House, 11 Edward Street, Bradford, BD4 7BH.



BENEFACTOR

▲ Indiana Jones has got nothing on the adventuring exploits of the Benefactor.



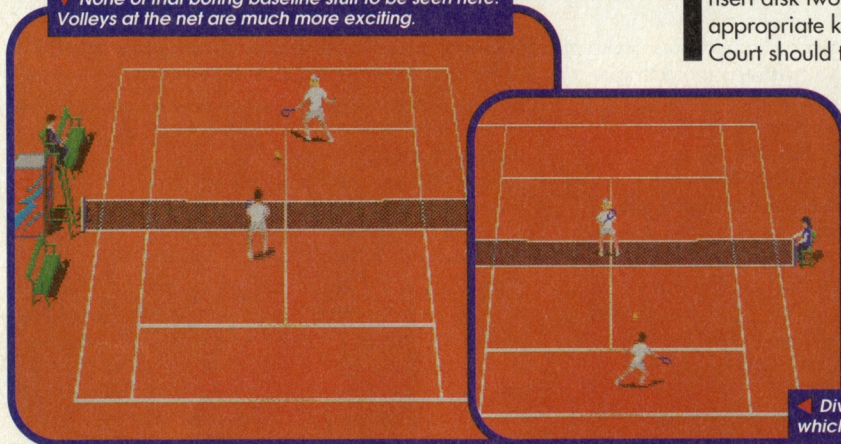
Begin by inserting disk two in DH0, reset your Amiga and then press the appropriate key when the menu appears on the screen. Benefactor should then load. Pressing the fire button on the joystick will eventually see you into level one of the demo and all your basic platform rules then apply.

The only tricky manoeuvre is a running jump which can be

performed by running in the direction of your choice and then pressing the fire button at the appropriate moment. The hero character should then execute a forward flying somersault and any tricky chasms can be leapt over in this way. Don't worry you'll soon get the hang of it just so long as you watch out for the enormous rolling rock type thing on level one.

CENTER COURT TENNIS

▼ None of that boring baseline stuff to be seen here. Volleys at the net are much more exciting.



Insert disk two in DH0, reset your Amiga and then press the appropriate key when the menu appears on the screen. Center Court should then load. Press the fire button to start and the court will magically appear before your very eyes. One player mode is the order of the day and your player is the geezer inhabiting the bottom half of the screen.

The demo makes service your prerogative and this is achieved by pressing the fire button once to throw the ball into the air, then moving the joystick in the direction of your choice to implement an accurate swing of the racquet.

The demo is never ending so you can play as long as you want. Value for money or what?

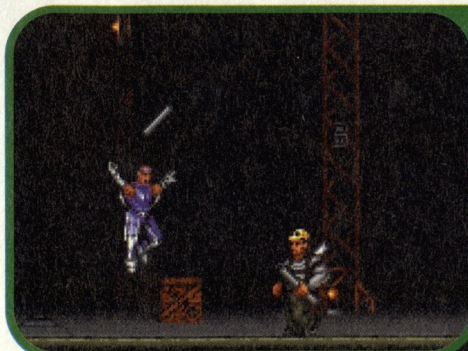
▲ Diving to reach the ball is one of the realistic features which Center Court possesses. Tantrums are optional.

ASSASSIN SPECIAL EDITION

First insert disk three in DH0 and then reset your Amiga.

Assassin Special Edition will load and you will be thrust into an exclusive Construction Level demo.

Guide the hero through the level via the joystick, leaping over the baddies, hanging from the ceiling and shooting your phaser gun as you go. Basically the idea is to amass as many points as you can before the end by picking up the items which are stored around the level, so why not go to it without any further ado?



▲ Enemies tend to have a bit of a penchant for chucking big steel bars at our hero.

▼ The Assassin hides from the Walker droid by taking refuge near a steel girder.



CENTER COURT TENNIS

PUBLISHER: Acid Software PRICE: \$7.95 TEL: 071 482 4066

ASSASSIN SPECIAL EDITION

PUBLISHER: Team 17 PRICE: \$10.99 TEL: 0924 291867

NEWS

I like to think I'm generally quite a laid back person, and it takes something rather special in any walk of life to excite me to any great degree. Round about now though I kind of wish I didn't do the job I do, because there's nothing I'd like more than to wander innocently into a newsagents shop and come face to face with the computer gaming treat that is this month's Amiga Action. Three top disks and a whole bobload more - I know what I'd spend my last four nicker on, despite vicious

rumours to the contrary pertaining to certain brands of rubber and leather. But it's a lie I tell you, a lie!

PAUL

Cheap thrill

The promised lower end CD32 prices seem set to make at least a token appearance, courtesy of, so far, two companies. Krisalis have already done their bit, and now Team 17 have decided to provide CD32ers with some budget priced software.

Project-X and F17 Challenge will be arriving as a double act for the CD32 at any time, priced at £24.99, as indeed will Alien Breed '92 and their recent platformer Qwak.

With Ultimate Body Blows (CD32) due in March, CD owners are in for a treat.

ELSPA VIDEO GAME CERTIFICATION CLAMPDOWN...

WHAT THE ELSPA!

February 9th 1994 saw a new dawn in the so far short history of computer and video games. ELSPA, the European Leisure Software Publishers Association, which represents the video and computer games industry in Europe, announced a system of self-regulation for the industry.

Central to this system of self-regulation is a method of rating computer and video games according to age suitability. The first games to use this rating system will appear in the shops in March of this year, and will be categorised as suitable for the following age groups: 0-10, 11-14, 15-17, and 18 plus, with an easily identifiable label featuring the ELSPA "Monitor Man".

As a guide, ELSPA have indicated how some of the top selling games this Christmas would have been rated under the new system:

0-10 Sensible Soccer (Renegade).

11-14 Jurassic Park (Ocean).

15-17 Mortal Kombat (Virgin).

18+ No game published at this time.

Mark Strachan, chairman of ELSPA says: "Computer and video games were once only the preserve of children but there is an increasing trend for games to be targeted at a more mature age group. As such, we accept the need to provide an easy way to show parents for whom the game is suitable."

Peter Luff, Conservative MP for Worcester, and father of two, welcomed the move: "It is very difficult for responsible parents to keep a close eye on what games their children are playing. Speaking as someone with two video game

playing children in my family, I can see how much easier this welcome initiative by the computer and video games industry is going to make things for mothers and fathers."

The second component of self-regulation concerns the Video Standards Council (VSC) Code of Practice. Members of ELSPA have registered to the code and have agreed to be bound by it. Unlike the ratings system, the code is only applicable to the UK. The code is a mixture of law, proper trading practices and common sense and is designed to ensure that games are supplied to the public in a responsible manner.

Geoff Brown, chairman of US Gold said: "The voluntary age guidelines and Code of Practice is a major step forward in assisting parents to choose appropriate games for their children. We intend to introduce the system to US Gold's range of games at the earliest opportunity."

A third reason for self-regulation is the European nature of the system.

Mark Strachan: "The law regarding computer and video games is different in each country in Europe but video and computer game companies operate on a regional and global scale. Hence the only practical way to achieve a rating system across Europe is by the introduction of one that is self-regulatory. Naturally, where national laws are introduced they would take precedence over the rating system, but we are confident that individual countries will no longer feel there is a pertinent need for statutory changes."

We'll no doubt have to see what happens.

Monitor man: looking after our gaming needs how long before he stars in a game of his own?



NEWS

CD32 TOP SELLING SOFTWARE... PLAY-BY-MAIL HITS DISK... COMPETITION

The CD32 has been a roaring success, and its software is selling quicker than any other CD format.



Sega's Mega CD takes third place in software sales behind CD-Rom and CD32.



Strong selling CD32

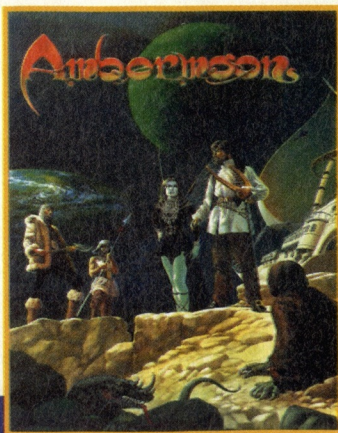
Only six months down the line from its launch, the CD32 has asserted itself as the top selling medium for CD software, which isn't a bad achievement given the big head start that both Mega CD and CD-Rom were given.

Figures released in early February show that CD32 software sales account for over 39 per cent of the total market, with CD-Rom holding 31 per cent, and Mega CD bringing up the rear with 27.6 per cent. Commodore boss David Pleasance is confident that the future is bright for CD32: "It's taken us just a few months to dominate the CD software sales chart - a testament to the quality of the CD32 and the efforts of the software publishers," he said. Programmers have only scratched the surface of CD technology, and the coming months will see even better games produced, which can only increase our hold on the chart."

Commodore expect over 100 titles to be added to total of 38 already available in 1994, and predict that the Full Motion Video module will carry their machine to the front of the pack.

Win a Moony! (or 10)

Thalion's long-promised sequel to Amberstar, Ambermoon, is finally upon us. Translation from German is in the finishing stages as we go to press, and barring catastrophes a review should appear next month. You - YOU! - could own one of the first copies, since we're giving away 10 free games. All you have to do is tell us how many disks Ambermoon will come on, and have your answers here by sometime soon.



Switched on

Switchquiz, the pub type game which received lavish praise in AA54, has undergone a couple of minor changes and is now available for sale. Two separate price points of £28.99 and £36.99 cover the two and four player options, and you can if you like buy it direct from Switchsoft, at 26 Ridgeway, Darlington, Co. Durham, DL3 0SF.

Wonder if there's a headbutt/cry-like-a-baby/not-be-very-good option?



Starring role

Soccer Star, the Notts County fanatics who brought us the aptly titled "world's largest" play-by-mail game, er, Soccer Star, are working on a World Cup orientated version, due for release in May.

It's almost 10 years since their initial foray into the play-by-mail arena, with Soccer Star now played by more than 10,000 people a week.

World Cup Soccer Star is a blend of management and arcade action. It's been tested by the play-by-mail members, who claim it is "a superb, smooth-running game that's a pleasure to play."

WCSS is only the start though, and co-creator Scott Carey says it will pave the way for the most in-depth, playable simulation of its kind, League Soccer Star, which is also in the development stage.

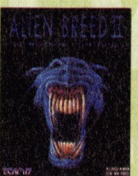
The World Cup edition is due to arrive in May, with the League version following shortly before Christmas.



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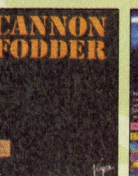
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A1200 DESKTOP DYNAMITE PACK



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EXTERNAL DRIVE STYLED TO MATCH AMIGA. PLUGS INTO PCMCIA SLOT. EXTERNAL PSU. WESTERN DIGITAL DRIVE UNIT, 12MS ACCESS TIME. AQ TOOLS AND 1 YEAR WARRANTY.
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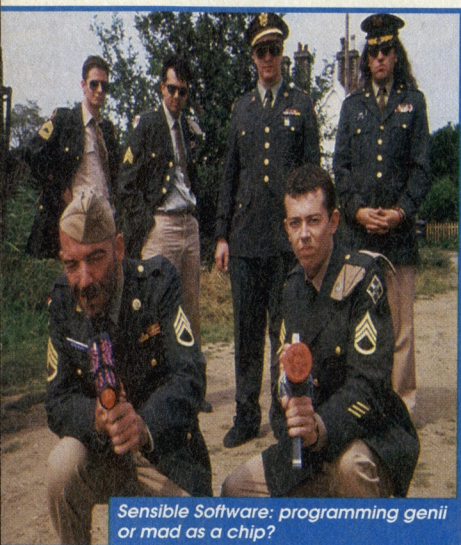
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NEWS

SENSY/VIRGIN TIE-IN... OFFICIAL WORLD CUP LICENCE... COIN-OP NEWS

VIRGIN AND SENSY GET MARRIED



Sensible Software: programming geni or mad as a chip?



In light of the phenomenal success of Cannon Fodder, and no doubt to a certain degree, the now legendary Sensible Soccer, Virgin Interactive have strengthened their bond with Sensible Software in a publishing deal which will take them well into 1995.

Sensible were recently voted European Developers of the Year, and will form a formidable force when teamed with the already crowned Games Publisher of the Year. "Having worked with them over the last couple of years we know exactly how

good Sensible is," says VIE European managing director Tim Chaney. "It makes sense for the number one publisher to seek strategic alliance with companies like Sensible."

Sensible Golf will be the next Amiga product from the partnership, and Sensible MD Jon Hare is already looking forward to it. "We've worked very successfully with Virgin before and they're our perfect publishing partner. We're both determined to make the next generation of Sensible product the best yet."

Sensible Golf will be released by Virgin around Christmas.

Goalden wonder

Sorry to keep going on about it, but there really is a lot happening on the football front at the moment. Strewn in with the other offerings, US Gold have secured the official World Cup licence and are hoping to steal the show with what is looking like a very impressive product indeed.

To add a touch of American tack/razzamatazz, they've animated Striker, the comedy US 94 mascot, and he'll appear throughout the game demonstrating his not inconsiderable ball skills. The stadiums included are the actual ones that will be used, and with a number of editor features, World Cup USA 94, like the rest of the crop, is looking excellent.

Thousands from Millennium

Apart from the much-hyped MysterX (which, incidentally, returns next month as we continue our work in progress) and James Pond 3 (which also pops up next month in more ways than one!), Millennium are gearing up for what promises to be their most prolific year to date.

Pinkie is almost here, but on the drawing board for the second half of the year is Brutal Soccer, the romper-stomping sequel to the excellent recent Brutal Sports Football.

A release date for Troll Islands is yet to be announced, but Millennium promises a hilarious custard-chucking spell-casting platform romp. Motor Mania should please fans of Morph and more besides. It's possibly the world's first car plant puzzler and features Mickey the Micra in a pollution busting caper.

Also on the cards is the serious sounding Neural Worlds. Originally titled Albia, and geared to the PC, it appears to be a sim life kind of thing, only more so. Your creatures must be nurtured through years of exploring and we're promised very lavish graphics on the PC. Here's hoping we get the same.

SNIPPETS

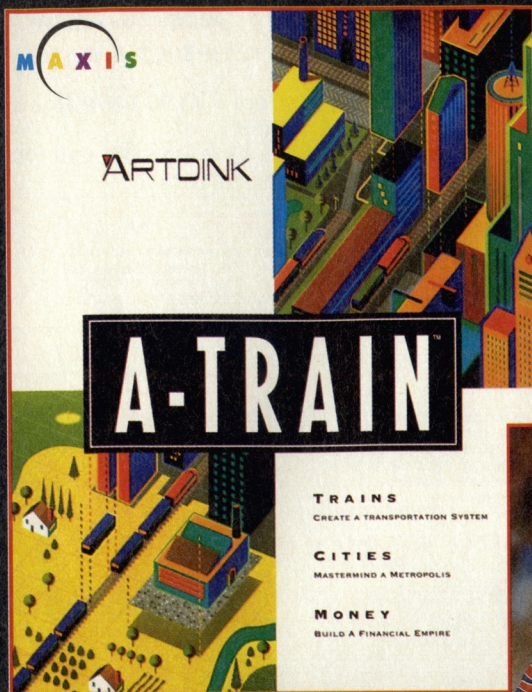
■ Domark's **Trivial Pursuit CD32** is in the shops now. Basically, it's the CDTV version, but with loads of genuinely witty speech from **Chris Langham** and the same enticing gameplay, it's an excellent buy. Review next month. Contact Domark 081 780 2222

■ The first ever **Zool coin-op** machine hit the street in late February, and is currently residing in **Mr. B's Family Entertainment Centre**, Golden Mile, Blackpool. Contact Bell Fruits on 0602 706707

■ Complete with auto corrections and a host of other new features, the **Wordworth 3** word processor is available soon. **RRP £150**, with large reductions for current Wordworth owners. Contact **Digital International** on 0395 270273.

■ A **CD32 musical compilation** of music created on the Amiga is at last available! (Erm...) Those interested enough to spend a wad on a phone call, just contact **Bjorn Lynne Music Productions** on 01047 67 594 331.

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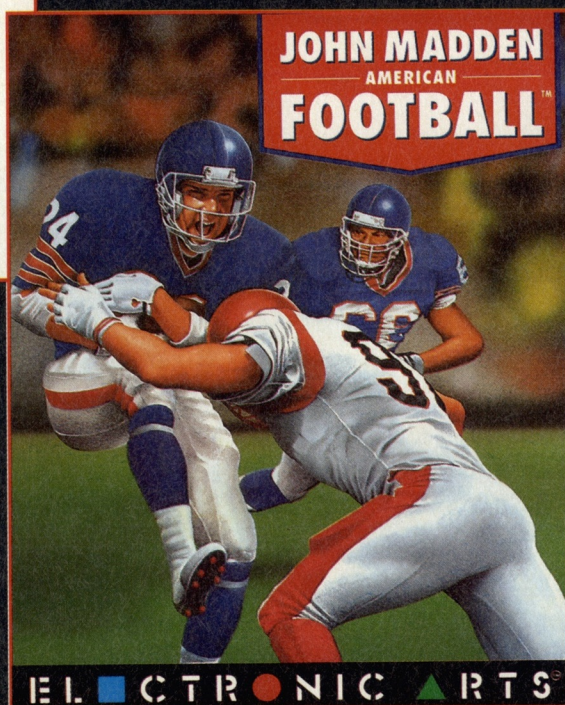
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"... what more can I say but brilliant." AMIGA COMPUTING - 90%

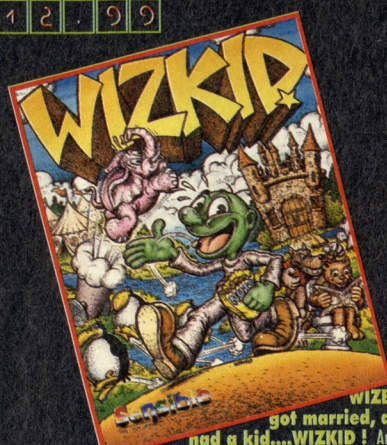
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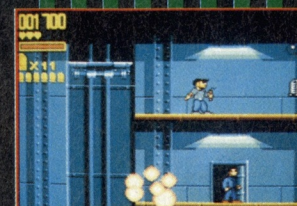
There are many missions to complete, including the rescue of a kidnapped girl, the pursuit and arrest of drugs runners, finding and arresting a police murderer, plus many more. You choose the level to suit your objectives within the gameplay. It's mean, fast and...LETHAL!

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Soccer Kid

CARTOON TIME

Soccer Kid receives a touch of that old Walt Disney magic.

BY: NEIL JACKSON

With the World Cup Finals almost upon us it really should come as no surprise to find that Krisalis are about to release their best selling Amiga platformer, Soccer Kid, on a variety of other formats.

The CD32 is to be at the forefront of this particular footy mania, so you might be forgiven for expecting nothing more than a version ported from the Amiga with a few extra sound and colour tweaks thrown in. This is far from the case however, as Tim James, the sales and marketing manager at Krisalis was anxious to explain: "The thought of a simple

conversion of Soccer Kid was never entertained. We (Krisalis) are keen to support the CD medium and were determined to make changes which would enhance the game and show just what the CD32 is capable of."

To this end, Krisalis have enlisted the services of top animation company, Catalyst Pictures (contributors to ITV's "Round The Bend" and The Beeb's "Toucan Tecs"), to provide almost six minutes of cartoon quality moving pictures to feature as an integral part of the game.

Naturally I was very interested, and when the opportunity arose to take a closer look at the animation process as it happened, I jumped at it. So on a typically dark and wintry February afternoon I found myself venturing into deepest Greater Manchester to sample the delights of Catalyst's new premises in Ashton-under-Lyne.

Managing director, Nick Lever, welcomed me over the threshold with a hearty handshake and then proceeded to give me a tour of the building, explaining exactly what was going on at each stage of the animation process as we went along.

Now you can call me naive if you want, but I was expecting to see hundreds of studios figures, pencils and paint brushes in hand, hunched over their artist's easels and patiently sketching away at line drawings of characters which seem to barely move between frames. Okay, I'll come clean, there was quite a bit of this going on, but there were far fewer animators than I imagined and a lot more computers and hi-tech equipment. ▶



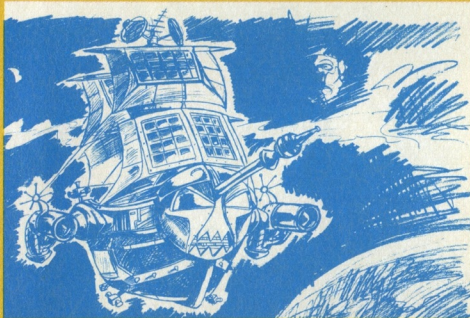
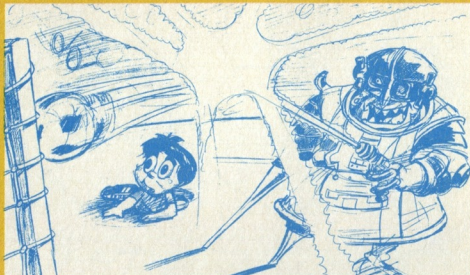
The team at Catalyst proudly stand in front of their headquarters.



Cells such as these have to be individually hand painted. Patience is the key.

Soccer Kid CARTOON TIME

Preliminary sketches such as these are necessary before the real animation process can start.

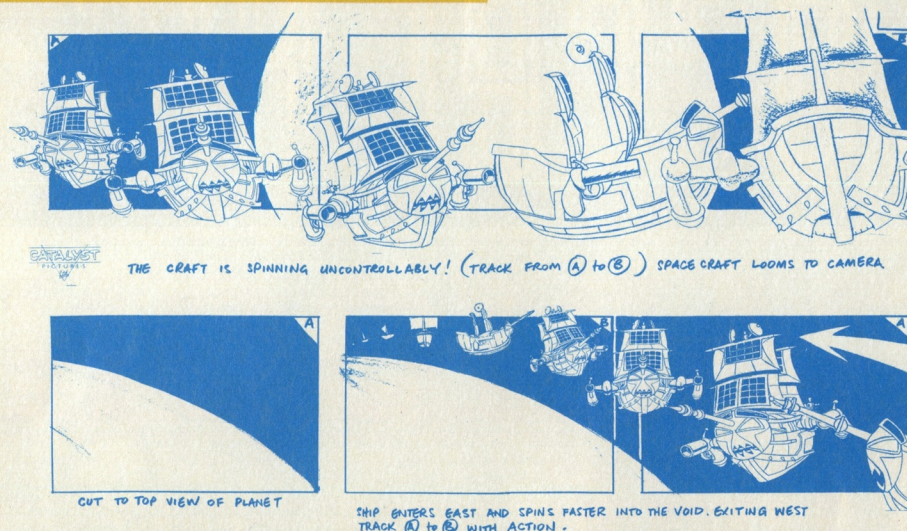


The beginnings of any animation project always start out on paper however, and a few preliminary sketches need to be done first to ensure that both the animator and client know the extent and limitations of the work which can be carried out.

Once both parties are happy, a storyboard can be produced. This consists of a number of rough drawings showing the path which the animation is going to follow in a sort of cartoon strip form.

After this, a number of rough sketches of the cartoon characters are done, showing various stages of movement. These sketches are then scanned one by one via, wait for it, an Amiga 500 with an external hard drive, into a program which will then show how the sketches look when run together as an animated sequence. This speeds the whole process up considerably, as Nick Lever explained: "The only other way we could see if each animation sequence worked smoothly would

The storyboard below is a cartoon strip representation of the animated intro sequence.



be to film it frame by frame and then wait about three days for the film to be processed."

Once everybody is happy with the actual animation, 'clear line drawings' of each frame need to be produced, which show the animated character in a bold black outline. Those of you who know a little about how the filming process works may be aware that a TV camera takes 25 frames a second to produce the smooth running picture on your television set. Catalyst are following exactly the same procedure with their Soccer Kid animation, which when you think about it means that an awful lot of painstaking work is involved.

Producer, Ian, makes the finishing touches to one of the many background cells.

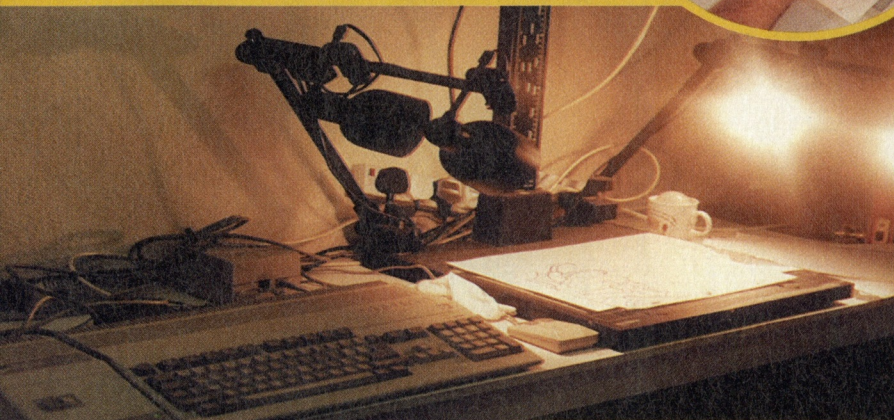


Nick Lever: "There are 13 separate animated sequences in the game, including an introduction piece and final victory or defeat sequences at the end of the game. There is somewhere in the region of five and a half to six minutes of animation altogether, which makes approximately 2,500 different animation cells in total."

Pretty amazing I'm sure you'll agree and even more amazing when you consider that each frame has to be drawn by hand.

When the clear line drawing is complete, it

I was getting a bit carried away with my photography skills at this point.



Rough sketches are scanned using an Amiga 500 to test the animation.



Studio manager, Jan, has the arduous task of checking each cell to make sure that there are no mistakes.

must be transferred from paper to a sheet of clear acetate. This is achieved by the simple procedure of photocopying the original drawing. Don't try this one at home though boys and girls because you need a special photocopier i.e. one which won't melt the acetate and jam up the whole works.

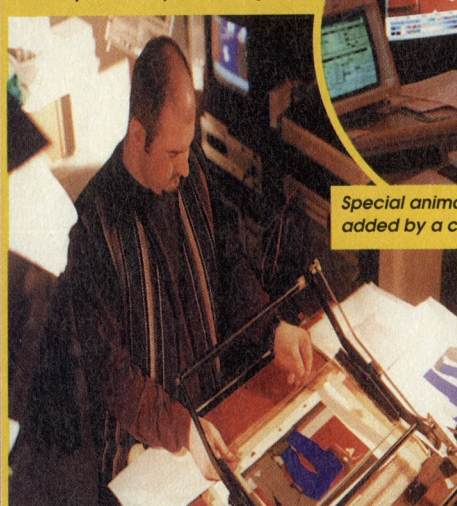
Then each individual cell is painstakingly handpainted with acrylic paint which is designed specifically not to crack. The tedious task of checking each cell then follows, with the unfortunate individuals who are responsible for this task having to make sure that no mistakes have been made and correcting any errors which have slipped through the net.

My own personal artistic endeavours ended at about the age of 13 when I was still incapable of "colouring in between the lines", so God knows what they'd make of me at Catalyst. The checkers would certainly have to be paid some fairly hefty overtime rates to compensate for my incompetence.

After the completion of this stage, the manual drawing task is more or less complete, and all that remains to be done is to put the animated cells together in the correct order to match the storyboard. Rostrum cameraman Steve Charkewycz is responsible for shooting each individual frame of animation and it is vital that he gets everything just right.

The picture that you will eventually see on your screen is not one single

Rostrum cameraman, Steve, struts his funky stuff. Oh yes indeedy!



Special animation effects can be added by a computerised paintbox.



Caroline takes time out from "doing the books" to paint this cell of Bill Clinton.

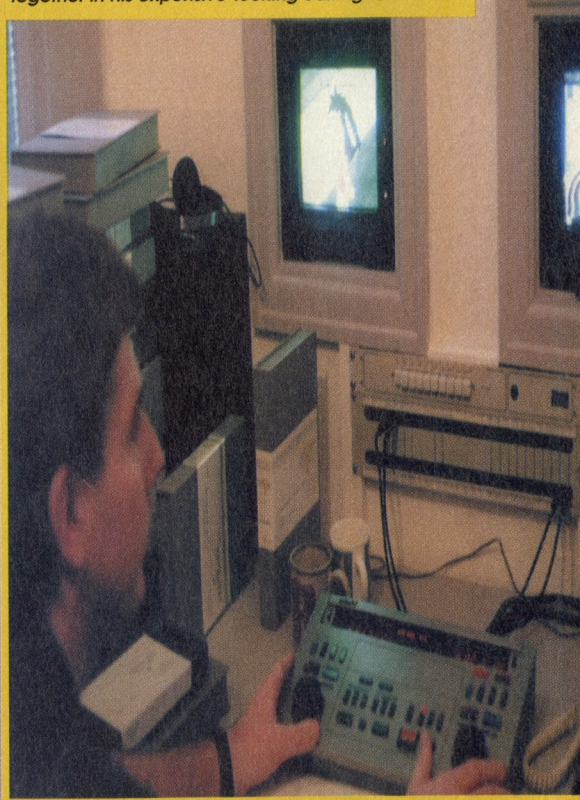
drawing, but a combination of different cells placed one on top of the other. Obviously this saves a lot of time at the drawing stage, because background cells can be used for a number of different frames.

The animated sequence will slowly take shape until eventually the storyboard has been completed and then all that is required are a few finishing touches. On-screen effects such as explosions and shadows can be added later via a computerised paintbox program, and a couple of A500s are used to produce some 3D effects which appear during the finished version of the animation.

The job is nearly finished at this point, and it's time for Nick to retreat to his plush editing suite to put the whole thing together in a form which is suitable for the client.

On the day of my visit, the project was nearing completion, and the animated sequences which were shown to me looked very impressive indeed. A few finishing touches and the project will be complete. Krisalis's very own "music man", Matt Furniss, will be providing the soundtrack to the cartoon sections very soon and then we will be able to see if all the effort has been worthwhile when Soccer Kid finally kicks his way onto the CD32.

Managing Director, Nick Lever, puts the whole thing together in his expensive-looking editing suite.



CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	2	CANNON FODDER	VIRGIN	£29.99	SHOOT'EM-UP	94%
2	3	FRONTIER: ELITE 2	GAMETEK	£29.99	ARCADE/STRAT	93%
3	6	PREMIER MANAGER 2	GREMLIN GRAPHICS	£25.99	SPORTS SIM	87%
4	5	THE SETTLERS	BLUE BYTE	£34.99	STRATEGY	89%
5	1	MORTAL KOMBAT	VIRGIN	£29.99	BEAT'EM-UP	91%
6	★	SKIDMARKS	ACID SOFTWARE	£25.99	RACING	90%
7	8	CHAMPIONSHIP MANAGER 93	DOMARK	£25.99	SPORTS SIM	78%
8	7	SENSIBLE SOCCER 92/93	RENEGADE	£25.99	SPORTS SIM	90%
9	4	JURASSIC PARK	OCEAN	£25.99	SHOOT'EM-UP	88%
10	★	CHAMPIONSHIP MANAGER ITALIA	DOMARK	£25.99	SPORTS SIM	82%
11	★	WINTER OLYMPICS	US GOLD	£32.99	SPORTS SIM	85%
12	16	SIMON THE SORCEROR	ADVENTURE SOFT	£34.99	ADVENTURE	88%
13	10	MICRO MACHINES	CODEMASTERS	£25.99	RACING	83%
14	13	LEMMINGS 2	PSYGNOSIS	£29.99	PUZZLE	95%
15	12	ZOOL	GREMLIN GRAPHICS	£25.99	PLATFORM	96%
16	18	TORNADO	DIGITAL INTEGRATION	£34.99	FLIGHT SIM	85%
17	9	ZOOL 2	GREMLIN GRAPHICS	£25.99	PLATFORM	79%
18	14	THE CHAOS ENGINE	RENEGADE	£25.99	SHOOT'EM-UP	92%
19	11	ALIEN BREED 2	TEAM 17	£26.99	SHOOT'EM-UP	918%
20	★	A-TRAIN	HIT SQUAD	£17.99	STRATEGY	84%

★ = RE-ENTRY ★ = NEW ENTRY

Well, after last month's lapse, Cannon Fodder has fought its way back to the number one slot. Mortal Kombat falls to number five and is overtaken in the process by both Frontier and Premier Manager 2. The highest new entry is Acid's overhead racer, Skidmarks, and Championship Manager Italia from Domark and US Gold's Winter Olympics also make a substantial impact. Finally, before any of you write in, we know that A-Train is on the Hit Squad label, but the current cut-off point between full/budget price software is £16.99. So there.



ACTION

REVIEWS

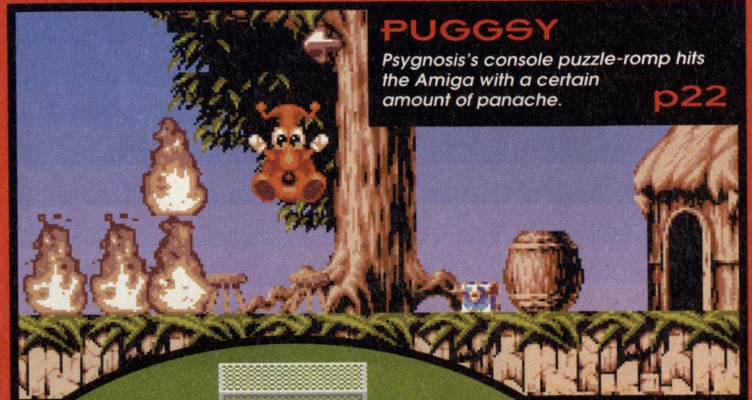
Bit of a mixed bag this month, but variety is the spice of life, so sit back, relax, and enjoy.

INSIDE...

KING'S QUEST VI

Revolution Software give Sierra's adventure the Amiga port treatment, and do it well.

p20



PUGGSY

Psygnosis's console puzzle-romp hits the Amiga with a certain amount of panache.

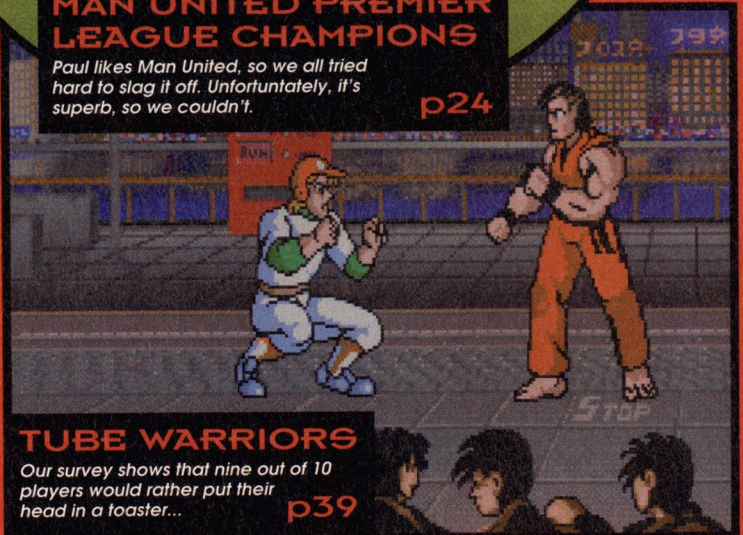
p22



MAN UNITED PREMIER LEAGUE CHAMPIONS

Paul likes Man United, so we all tried hard to slag it off. Unfortunately, it's superb, so we couldn't.

p24



TUBE WARRIORS

Our survey shows that nine out of 10 players would rather put their head in a toaster...

p39



CD32



A600



A1200

Every game in Amiga Action is given the mark we feel it deserves. Computer games are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked upon in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the game is created for is shown on every revue, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box, and if it doesn't we'll save ourselves the trouble and not bother. Make sense?

PLUS

Dennis, Simon the Sorcerer, Ryder Cup Golf, The Blue and The Gray, Brian the Lion, Fly Harder, Legacy of Sorasil, Sabre Team A1200, Super Methane Bros, Castles 2, and one or two more besides!

ACTION REVIEW ADVENTURE



▲ Forget if Alex mate, There's no way in to the castle down here. Or is there?

▼ Woahh scareeee! This doesn't look like the place to come for your holidays.



Prince Alexander is off on his travels to visit foreign shores. Are the natives ready for him.

KING'S



▲ I've heard of being whisked off your feet but this is absolutely ridiculous.

Hurrah! Prince Alexander, the king-in-waiting of graphic adventurers is back in the sixth instalment of his quest. What a guy he is! A real man of the people, popular in his homeland and he's even found a lovely young lady who's willing to make an honest monarch of him.

The trials and tribulations of Alex are nothing compared to the problems faced by our very own band of modern day royals. He doesn't talk to plants, he isn't divorced or unemployed, and he isn't followed everywhere by the media and treated like a laughing stock.

What Alexander does have in common with our heir to the throne however is his propensity for causing trouble wherever he goes, and the frosty receptions he encounters when he visits foreign shores.

This addition to the King's Quest saga begins on a deserted beach somewhere in the Land of the Green Isles. The prince has been shipwrecked off the treacherous coast and has been washed up onto the local shoreline in a dazed and

DIFFERENCES

The standard version graphics won't be as colourful as the A1200's, but there is no difference in price. That's about as far as it goes really.

unconscious state. Upon coming round, Alex isn't entirely sure of his bearings so he drags himself off up the headland to scout the area. Before long he comes across a castle, and upon questioning the canine guards who protect this fortress he learns that the love of his life, Princess Cassima (who Alex was on his way to visit before the shipwreck incident), is in mourning for her "dead" boyfriend.

Naturally Alex is overjoyed to discover that he has stumbled across his loved one, and is only too anxious to see her and calm her fears that he has bitten the dust. However, there is one small problem. The Grand Visier of the Land of the Green Isles has designs on the gorgeous Cassima herself and refuses to grant Alexander an audience with the princess. Stating that he plans to marry her himself as soon as possible, the Visier throws our hero unceremoniously out onto the street and warns him never to return to the castle if he values his life.

Prince Alexander is distraught (as would you be), and he is determined to find his way back into

the castle. This is where you come in, and as you might expect it's not just a case of going up to the castle door, knocking politely and asking if the princess is coming out to play. Oh no!

Alex must wander around the Land of the Green Isles in search of an answer to this problem. Upon his travels he will encounter various strange and interesting characters who come in all shapes and sizes; animal, mineral and vegetable, and it is by interacting with these entities that Alex will gain knowledge of the clues necessary to solve his predicament.

Wet feet

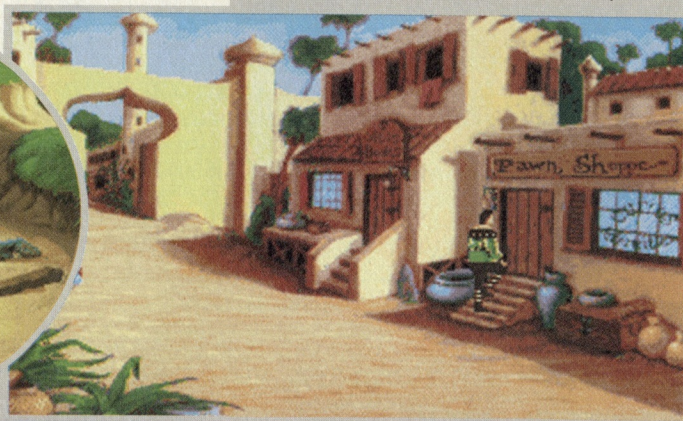
A map of the islands is vital if success is to be achieved, and this can be purchased from the local "ye olde pawn shoppe". With this example of cartographical excellence Alex will be able to transport himself to the island of his choosing without even getting his feet wet.

There are five islands to explore in total, four of which can be found on the map and another mysterious land which is shrouded in mystery and spoken of only in legend by the local townfolk. All the islands are inhabited by a motley collection of natives and the puzzles which they set will need to

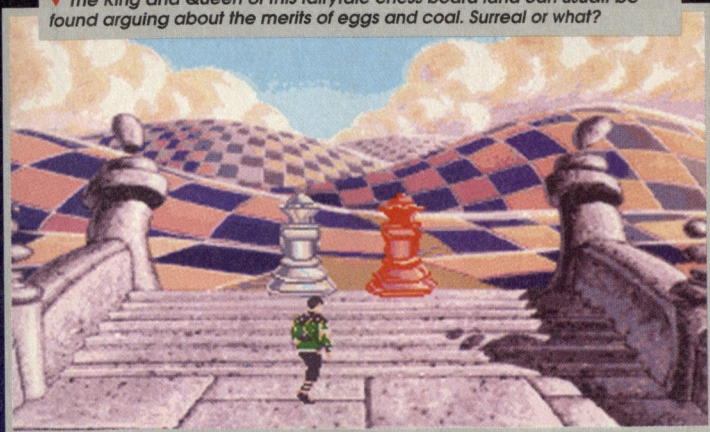
▼ A visit to ye olde pawn shoppe is an essential excursion for Alex if he is to succeed in his quest.



▲ The action starts on this beach in the aftermath of the shipwreck.



▼ The King and Queen of this fairytale chess board land can usually be found arguing about the merits of eggs and coal. Surreal or what?



▼ King's Quest VI makes full use of the A1200 palette to bring scenes such as this luscious garden to life.



QUEST VI

be solved if progress is to be made. Some of the problems are more enigmatic than others and will need quite a bit of thought before the solutions become clear, but there's a handy clue book which comes with the game, and Kings Quest VI is compatible with the hints and tips booklet which is available from Sierra (how kind).

Faithfully converted from the PC version, KQ6 Amiga style contains more or less everything that the original version possesses. The graphics are more or less similar, and are amongst the best to appear in a graphic adventure on the Amiga. Excellent use of sound is also apparent, as atmospheric tunes are sprinkled liberally throughout the game, with each island having its own theme.

The control system is a very easy to use mouse point and click affair with all the icons representing their function adequately, and this enables the game to move along at a fairly brisk rate.

If I do have one complaint then it would relate to the lack of on-screen information. Other graphic adventures will show a line of text briefly describing an object when the mouse pointer moves over it, but Kings Quest VI does not possess such an ability. It's a



▲ The objects on display in the pawnbroker's shop can be traded for other items at any time.

small point I know, but it isn't always obvious which objects on the screen can be used as part of the gameplay. It all depends on how difficult you like your adventures I suppose, so it only really warrants a passing mention.

All in all, the sixth instalment of the Kings Quest saga is a good addition to the series and it would be nice to think that future incarnations of Prince Alexander and his family will find their way onto the Amiga in some form or other.

▼ The swamp scene sees an argument between a particularly irate stick and a stubborn log bump.



▲ Oh dear. Things have taken a turn for the worse and it seems to be all over.

THE LOW-DOWN

PUBLISHER: Sierra
CONTACT: 0734 303322
TEAM: Revolution Software
PRICE: £34.99

S C O R I N G	
GRAPHICS	84%
SOUND	80%
PLAYABILITY	84%
DIFFICULTY	Tricky

We're lucky to be reviewing this game at all, as Sierra (USA) were less than keen to convert it for the Amiga. However, cometh the hour and cometh the software team as Revolution stepped into fill the breach and take it upon themselves to produce a more or less faithful port of the PC classic. Not the best graphic adventure around, but it's certainly up there fighting with the rest of them. Fans of the Kings Quest series will be properly chuffed.

REVIEWED BY: Neil

SECOND OPINION

We seem to be in an adventure boom at the moment. KQ is a very good game as far as it goes, but in comparison to certain other games it just doesn't go far enough.

OPINION BY: Paul

OVERALL SCORE

83%

ACTION REVIEW PUZZLE



▼ All manner of vile creatures lie in wait in their island lairs. Good job you're an unattractive blob.

Pull on your puzzle hats and check out – hang on, Psygnosis have already done one “blobby” character, haven’t they?

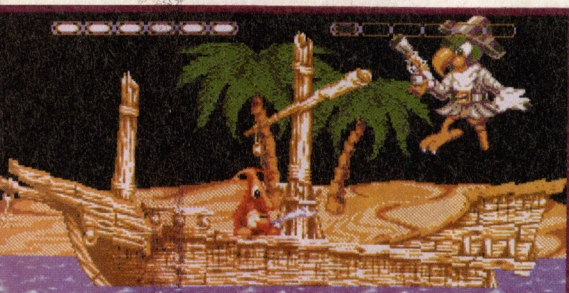


▲ Mr. Crab disappears under a hail of bullets from your comedy gun.

It seems strange at first that Psygnosis should present us with a game such as this, featuring the character it does, so close on the heels of Globdule. Then we learn that Puggsy is a relation (Uncle Direct-Port) of the recent Mega Drive version, and everything starts to become clear.

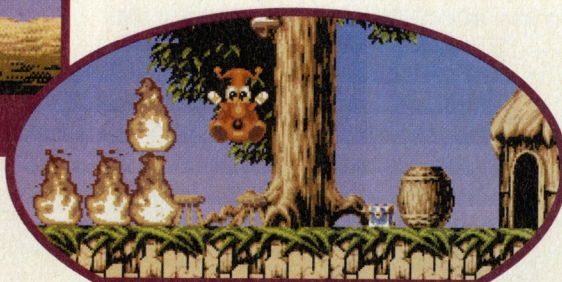
Actually it doesn't become clear at all, and that statement has no place here, but frankly it gets a pretty tricky sometimes to come up with opening paragraphs – that was mine and you'll damn well have to make do.

Programmed as it was for the Sega machine, Puggsy utilises the three button joypad and it didn't take long for me to become a tad worried about the control. Any game in which you need to temporarily abandon the joystick and belt the space bar to fire (or use) is a bit untidy in my eyes. Not only that, but what with me not being too impressed with the laid-back speed of Cool Spot last month, I was doubly worried when I caught a load of the lackadaisicality herein. Sure, Puggsy is a top looking character, but we saw with Alfred Chicken that a good game needs more than just that.



▲ Parrot the pirate is the first level guardian, and a bit of a soft one at that.

PUGGSY



▲ Yes, perhaps another stool would have been a good idea after all. Never mind..

For instance, if it's a puzzler, you need good puzzles. Obvious that one, but what is it that makes the puzzles good? Variety is always a good place to start – both graphically and in the way they're laid out – a few different worlds are all very well but if the puzzles remain the same throughout, well that is no good, is it?

Use and abuse

Contents are important too. It's always nice to find objects to use, and to be able to use them in different ways, because moving a few blocks or avoiding badsters becomes tedious after a while. And what about structure? Linearity breeds contempt you know, and we'd all like to think that programmers are kind enough to provide us with a few ways of playing through the levels. Really generous ones might even throw in the odd level guardian, and ones who are cleverer than Magnus Magnusson when he's eaten fish may even provide us with the chance to go back to old levels. If we did feel like it.

A few jolly tunes to listen to and an animated intro sequence wouldn't go amiss if there was time either. Anyway, that's what makes a good puzzle game in my book, and– lordy! – I've just described Puggsy. Whadya know...

Fancy a ridiculous blow-up Puggsy or a Puggsy T-shirt? Write to us on a postcard, stating your name and address and that you “want to blow up Puggsy and wrap him around you” and we'll send one or the other to the first ten.

THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 759 5755
TEAM: The Dome
PRICE: £29.99

SCORING

GRAPHICS	80%
SOUND	84%
PLAYABILITY	82%
DIFFICULTY	Easy

In all honesty I was surprised to find myself enjoying Puggsy as much as I did, especially since I really do feel that more could have been done with the control and the slightly washed out backgrounds, not to mention the odd incident of pixel-perfect control. Enjoy it I did though – 51 levels of this variety are more than enough value for money and most of you though will sail through at least the first 10, Puggsy rates up there with the all round puzzling good eggs.

REVIEWED BY: Paul

SECOND OPINION

It's a perfectly good game. There's nothing wrong with the control at all if you have any degree of co-ordination whatsoever. Certainly one of Psygnosis's better products.

OPINION BY: Steve

OVERALL SCORE

82%



TOTAL CARNAGE

YOUR MISSION: STOP THE MAD DICTATOR FROM DESTROYING THE PLANET, RESCUE CIVILIANS, ELIMINATE KEY TARGETS, AND DESTROY THE BIO-NUCLEAR GENERATOR THAT IS CREATING HIS ENDLESS SUPPLY OF MUTANT SOLDIERS!

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FAX: 0153 756 008

TEL: 0153 756 003

ACTION REVIEW SPORTS SIM



MANCHESTER PREMIER LEAGUE

Okay, fair enough, so I support Manchester United. Not that I've been on a home match for about four seasons mind, but I've got all three kits in my car window... (Last time you were at Old Trafford they won promotion from the second division, Johnny Part-timer – Neil).

The thing is – and as far as Krisalis are concerned this is a very important point indeed – you don't need to like the mighty reds, those bastions of free-flowing football, those exponents of the killer counter attack, those wonders of wing wizardry and, uh, masters of midfield – damn. Lost my track there. I must apologise, sorry.

Right, the point is that you don't have to be a United fan to like the game. There are about 150 teams in all, and the only way in which the champions, league leaders and treble conten- (just leave it – Burnley-loving Neil), well anyway, the only way in which they feature more highly than, say, Carshalton Athletic, is in a nice badge and a couple of static action shots on the front end. A licenced product it might be, but a tribute it certainly isn't.

Well, I'm 231 unchecked words into my review by now (including title and intro), and not a mention of Sensible Soccer anywhere, so let's put things to rights.

At the core, Manchester United Premier League Champions (I'm not going to abbreviate it all the way through because I fancy messing you about) is an overhead perspective football game in the style of – da-daah! – Sensible Soccer. The Krisalis team behind the other two United games have gone completely mad and made the sprites even smaller than their standard-setting counterparts.

Ah-ha – see that Man. United, they're the champions they are. Not Liverpool, not Arsenal, but Man. United. A-ha. A-ha-ha-ha-haa!

I don't want to harp on about the merits of Sensible Soccer, or even Goal!, but the only way in which a footy sim is going to come close to surpassing either one is by providing us with something new, and that's where Krisalis' trademarked Tactigrid comes in.

Krisalis believe this is a major step forward in footballing games, and gameplay aside, are selling the game heavily on this. Forget everything else for the minute and let's see what it's about. (Ahem,

down there, in the Tactigrid box.)

And it does! By arranging your players in various formations before a match you will notice how differently they perform on the pitch. Most importantly, the gameplay matches up too. Anyone who's played the sensible one will immediately be at home with this, and those who haven't – give yourself two minutes.

With the sprites the size they are, a touch more room is available on the pitch – a good thing too, because there are any number of top



Tactigrid

When the set-up has been chosen, the teams have been picked and you're ready to play, up pops the Tactigrid options screen in all its glory. Defensive and attacking free kick takers can be selected along with a designated penalty taker, with the option to select three subs from your squad.

Now if there is an overriding fault in any football simulation, it is the predictability of the outfield players' positions. After a few games, you have a more than fair idea of exactly where the ball is going to go in relation to your players, and whether it's possible to make a connecting pass at all. Occasionally, an obviously futile pass is required just to buy some time. Even Sensible Soccer is guilty of this, but Manchester United League Champions it seems, isn't. The Tactigrid allows you to decide what kind of attitude your team will adopt – attacking, defensive or whatever – and whether they will play wide, down the middle, or in a midfield cluster like in the 1985 FA Cup Final when both teams – (Just drop it! PLEASE! – noose-necked Neil).

Defenders, midfield and attack can be placed in one of three lines, which determine how they will perform



during the game. A defender placed on the front of the defensive line, if you will, will push up with the play, just as an attacker placed at the line will drop back to help out the defence whenever necessary. In theory it should make for a very realistic and tactical game. If it works... (Psst – back up to the top of the column now.)

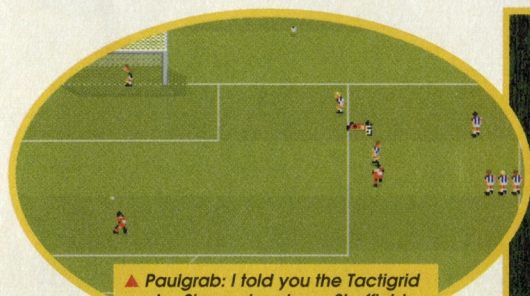
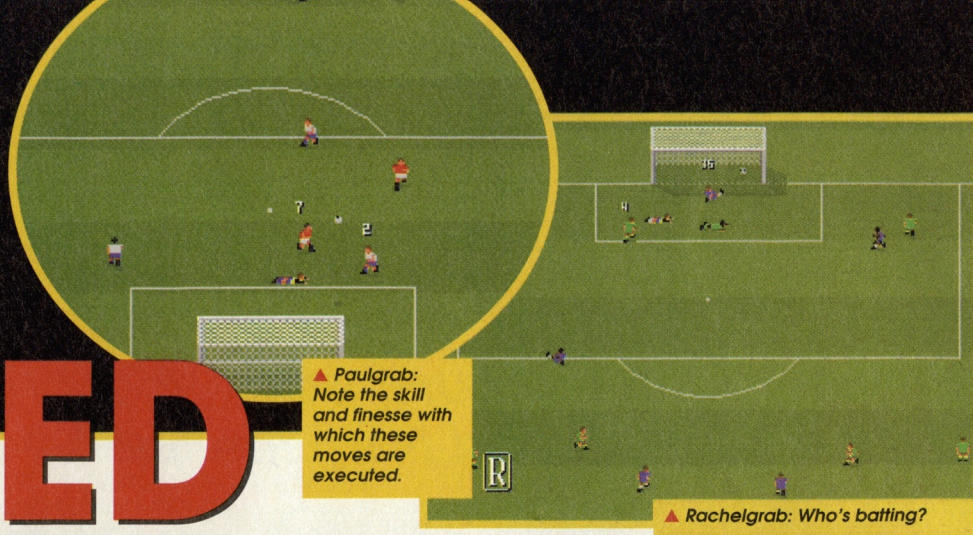


▼Neilgrab: The mighty Clarets beat the Brentford offside trap and home in on goal.

DIFFERENCES

Sound is slightly enhanced on the A1200, as is the resolution of the graphics. Larger slices of the action can be rewound and replayed and it doesn't slow down at all. Actually, if anything, it might be just a little bit too fast. Don't let it worry you though...

UNITED CHAMPIONS



THE LOW-DOWN

PUBLISHER: Krisalis
CONTACT: 0709 372290
TEAM: In House
PRICE: £25.99

S C O R I N G	
GRAPHICS	80%
SOUND	82%
PLAYABILITY	90%
DIFFICULTY	Spot on

No it isn't. Wait! Don't go yet, I haven't finished! MUPLC goes a step beyond the best football games in terms of realism and options, and comes closer than anything to the master. Control is a doddle, and the "special" moves such as volleys, with practise, can be honed to perfection. It's very fast (with slight but unworrying slowdown on a packed A600 pitch) with no major faults, but just doesn't quite claim the number one spot.

REVIEWED BY: Paul

SECOND OPINION

What on earth is he talking about? Any game which combines such a realistic level of gameplay with the ability to choose and control the mighty Claret of Burnley is definitely number one.

OPINION BY: Neil

OVERALL SCORE
90%

moves you can pull off, such as diving headers, volleys and the like. Controlling the ball is slightly easier than in you-know-what, as with a bit of mastery it sticks to your foot through 180 degrees of mazy runs.

I can't remember how difficult it was to score when first playing SS, but as far as I can tell, bagging the bladder in Manchester United Premier League Champions is trickier, which is good because it makes for better games and a greater requirement for skill.

The details of every team are included and correct to within a week at the time of writing. Certainly no detail has been overlooked, and as well as a comprehensive league option with promotion and relegation, stats on every player in every team

can be accessed, and again, make a difference to match day performance.

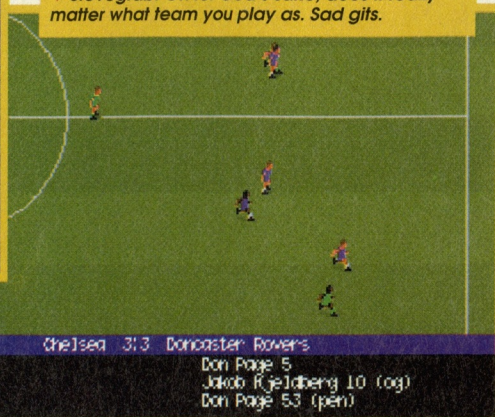
Manchester United Premier League Champions doesn't contain managerial overtones, but it does include just about everything else a real football fan would dream of, (apart from Graham Kelly's head on a stick) including the option to rewind and playback huge chunks of a game, even from a reverse angle if you wish, along with the now obligatory cards and backpass rule. And if you aren't a real fan but still like a game, then it's right up your street too.

There are a couple of slight downpoints. On some pitches the balls run on a touch too far, and unless I'm very much mistaken, the referee seems far too keen to award penalties.

But now for the the inevitable question – is it better than Sensible Soccer? Eyes right readers...

▼ Stevegrab: Oh for God's sake, does it really matter what team you play as. Sad gits.

No	Team Name	P	W	D	L	F	A	Pts
1	Bradford City	4	3	1	0	9	2	10
2	Plymouth Argyle	4	2	1	0	5	1	10
3	Rotherham Utd	4	2	1	1	5	3	9
4	Wrexham	4	2	3	3	5	9	9
5	Barnsley	4	2	2	1	10	3	8
6	York City	4	2	2	2	10	4	8
7	Exeter City	4	2	1	1	11	8	7
8	Cambridge Utd	4	2	2	1	11	3	7
9	Stockport Co	4	2	2	2	7	7	6
10	Port Vale	4	2	2	2	7	7	6
11	Reading	4	2	2	2	7	7	6
12	Hull City	4	2	2	2	7	7	6
13	Lepton Orient	4	2	2	2	7	7	6
14	Blackpool	4	2	2	2	7	7	6
15	Cardiff City	4	2	2	2	7	7	6
16	Huddersfield Town	4	2	2	2	7	7	6
17	Swansea City	4	2	2	2	7	7	6
18	Blackburn Rovers	4	2	2	2	7	7	6
19	Fulham	4	2	2	2	7	7	6
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22	Burnley	4	2	2	2	7	7	6
23	Northampton Utd	4	2	2	2	7	7	6
24	Doncaster	4	2	2	2	7	7	6



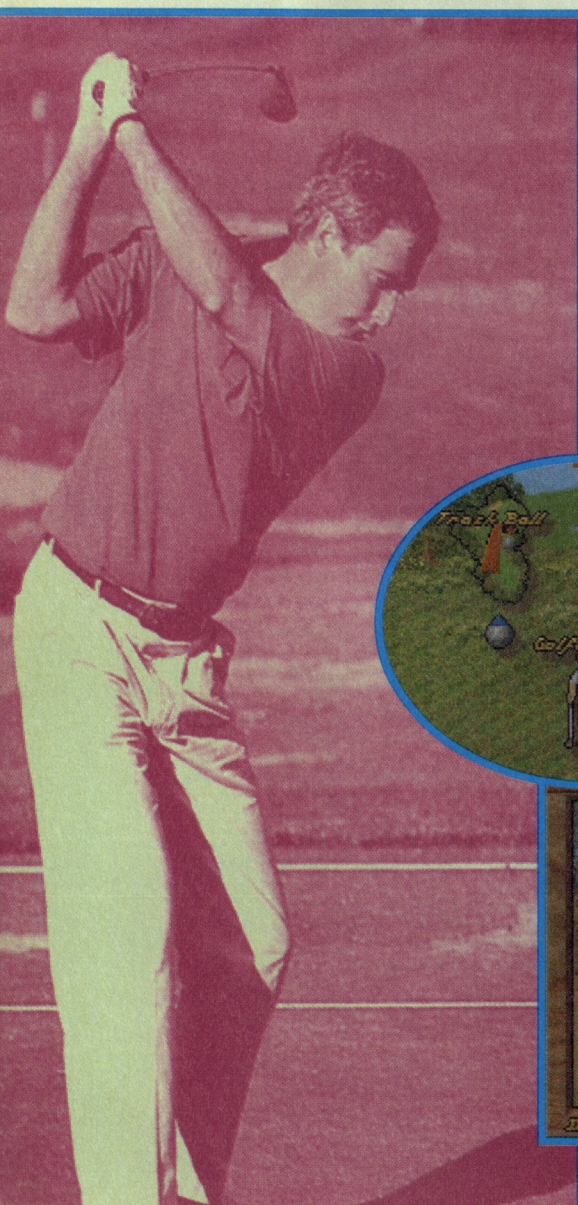
Chelsea 3:3 Doncaster Rovers
Mark Stein 12
Andy Dow 38
Mark Stein 62
Don Page 5
Jakob Ryeberg 10 (og)
Don Page 53 (pen)

ACTION REVIEW SPORTS SIM



Put on your plus-fours, pack your hipflask and tee off from the first with the Colonel.

RYDER CUP



It's no life of Riley for a golfer. It may look easy just standing around, watching the birds, the ball and plotting your next move, but deep concentration and planning is called for to guide that ball into the hole.

This time 'round' it's the golfer's golfing tournament, the toughest of the tee, sorting the pathetic putters from the real swingers. It is in fact the Ryder Cup tournament.

As Sam Ryder himself put it: 'I have done several things in my life for the benefit of my fellow men, but I am certain I have never done a happier thing than this.'

I wonder whether he would have the same praise to say about the game?

Anyway for those like myself who know nothing about the subject a bit of background info about the Ryder Cup won't go amiss. So here goes...

in 1926, at Wentworth, a match took place between two teams of professional golfers from the USA and Great Britain. The British won in true style and their victory



◀ He mops his brow in frustration as another ball is lost.



▲ The innovative stroke bar is a great way to tee up those tricky 500 yard drives. Shame I can't get the hang of it.



▲ In 1968, a dog called Laddie was made a honorary member of Troon Golf Club, and I'll tell you why.

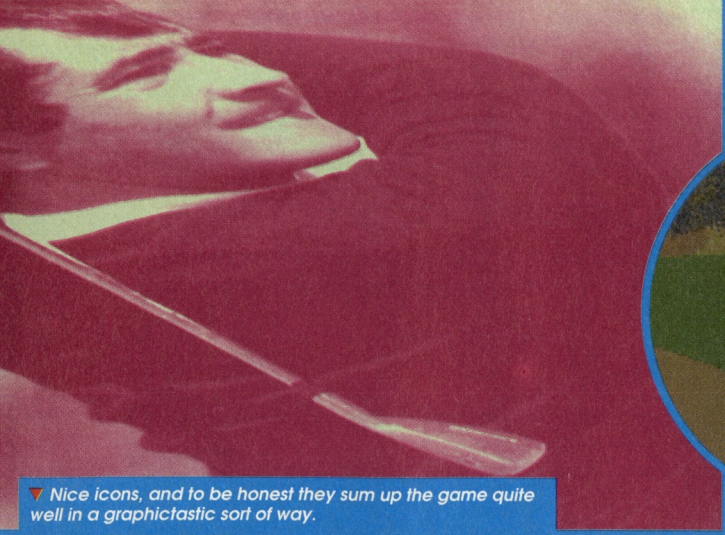
was fully reported in the Times newspaper.

Unfortunately for golf freaks it wasn't given much attention elsewhere, as golf was not considered to be the hottest game out. But it wasn't to stay that way. Walter Hagen and Samuel Ryder held a match with the promise from Ryder of a trophy for the winning team... hence the start of the Ryder Cup.

So there's the story. How does the game match up you may well be asking. Graphically it's as realistic as it's going to get. With sound effects of birds, the wind whistling as the club



▲ ...He retrieved over 600 lost balls from out of bounds in an 11 year period.



▼ Nice icons, and to be honest they sum up the game quite well in a graphictastic sort of way.



▲ It's there! Seven hundred shots down the line, and I have a ball in the hole. Shame it's the 19th really/.



with a choice of practising, watching a demo, loading and saving the game and entering the competition with a choice of courses. The courses range from the Belfry, and another few courses, every one based on real life locations. For instance the Belfry, which can be found in Sutton Coldfield, couldn't be excluded after hosting the 1993 Ryder Cup. After picking the course of your choice you must choose the hole you wish to practise, then click the 'play' icon. You will then find yourself in a 3D environment on the tee of the hole you choose. From then on full control is yours of how you want to play.

You can view the maps, weigh up the lie of the course as well as checking on wind speed.

Moving onto the more urgent things during a game of golf, is being able to actually control your golf club so you can get that corker shot. This is no basic option. Do you want to hook, slice, chip or punch the shot? I probably wouldn't be much good on any of them during a real life game of golf, but I was quietly confident I was swinging reasonably true in Ryder Cup.

The player is guaranteed to learn many a method during gameplay – the combined stroke method being just one of them. I think that I was more au fait with the wobble method. The computer judges the best move in situations where the ball lands in the water and rolls beyond the boundary

and relocates your ball to a suitable position for your next stroke.

Finally every move you make and point you tot up is recorded on the Ryder Cup scoreboard. From here you will choose your players and control how the competition progresses. Basically the way the game develops is up to the individual player, who can even change the day and the session.

If you have a few hours spare then Ryder Cup Golf is slow but rewarding. If you only have a few minutes however, then you might like to steer clear.

THE LOW-DOWN

PUBLISHER: Ocean
CONTACT: 061 832 6633
TEAM: The Really Interesting
Software Company
PRICE: £34.99

S C O R I N G	
GRAPHICS	87%
SOUND	78%
PLAYABILITY	77%
DIFFICULTY	Tricky

Paul informs me that this version of the old game "doesn't even come close to his personal all time favourite, PGA Tour", and since I haven't seen it, I can't argue. What I can say though is that Ryder Cup combines spectacular graphics with good gameplay to provide an initially engrossing game, which after a while, golf fans may find to be just a touch tedious. One for golf fans only perhaps. And is it me, or is the price a tad steep too?

REVIEWED BY: Rachel

SECOND OPINION
PGA Tour, MicroProse Golf and Nick Faldo's all surpass this effort, and I suggest only those A1200 owners who simply cannot live without the game try this one out.

OPINION BY: Paul

OVERALL SCORE

78%

swings through the air and the whizz of the ball soaring upwards. Having said that you have to be a golf buff to appreciate that the scenery isn't supposed to be varied and looking at different parts of the village, field or wherever you happen to be playing is as exciting a scenery change as you are going to get.

As many realistic aspects to the game as possible have been included. It wouldn't be much fun if you positioned your golf club just right and the ball veered in that wrong direction as it soared through the air. As it is though there is an excellent ball control system which allows pinpoint accuracy for every swing. Adding to the difficulty of the gameplay are the three courses bountiful in bunkers and full of hidden hiccups.

Funny jacket

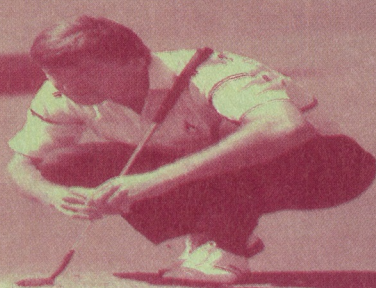
Ocean managed to get the official licence for the name and from there on it was a case of recreating the tension and splendour of the game. Gameplay is fast and you must skilfully control your team of 12 players to make sure that you get your hands on the esteemed Ryder Cup. Nothing comes easy though and you must follow the official Ryder Cup rules in your quest for victory.

After loading the game you will be presented



▲ (I'd be willing to bet that the next shot comes from out of the trees – Paul).

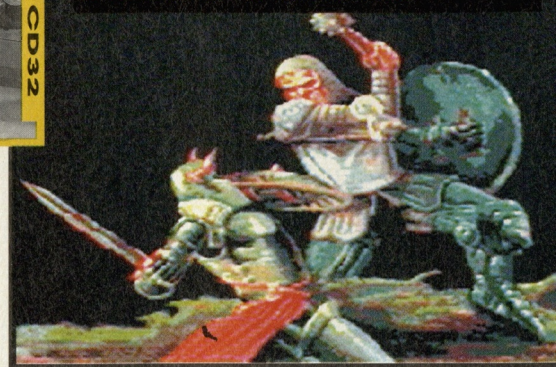
▼ Golf grabs eh? I mean, what can you say... look at the trees and sky?



ACTION REVIEW STRATEGY



▼ Who needs *The Gladiators* when you've got edge of the seat action like this to drool over.



Oh dear. What have we got here then? *Castles II* has found its way onto the CD32 of all places.

Castles II is an attempt to reconstruct the Hundred Years War of good old medieval times past in all its sword wielding, poor sanitary conditioned glory. The "action" is set in the fictitious land of Bretagne, and the general idea is to conquer as much terra firma as possible while still remaining good mates with The Pope. If you can manage this task satisfactorily, the ageing pontiff will be more than impressed with your warfaring skills and will more than likely pronounce you king of this green and pleasant land.

So it's a strategy game then?

Well, yes.

On the CD32?

Erm... yeah.

It'll be chock full of superbly animated battle scenes then will it, you know to sort of liven up the proceedings a bit? (Suspicious silence).

You're beginning to get the picture now aren't you?

Strategy games are all well and good in their place, but if they are going to appear on a format such as the CD32 with all its graphical potential, then some sort of effort has got to be made to utilise this.

The main screen of the game shows a map of the kingdom of Bretagne and okay fair do's, there's not a lot you can do with something like that. However, things don't improve much though when you zoom into one of the territories to look around or maybe even build a castle, and to be honest, the stick man

CASTLES II SIEGE & CONQUEST



▲ For most of the game you will find yourself staring at the main map screen.

inhabited battle scenes are just plain laughable.

The gameplay itself is also a complete letdown as far as I am concerned. There would seem to be plenty of scope for a decent medieval strategy affair, what with all the troubles there were during that particular historical period, but things progress so slowly that I can't imagine anybody but the most patient strategist sitting through a full game.

For most of my stint at the controls I found myself just watching three horizontal bars on the screen which showed the progress of the strategic decisions which I had just implemented. I kept waiting for something exciting to occur but I'm sorry to say that it just didn't happen.

THE LOW-DOWN

PUBLISHER: Interplay
CONTACT: 0865 390029
TEAM: In House
PRICE: \$29.99

SCORING

GRAPHICS	45%
SOUND	65%
PLAYABILITY	40%
DIFFICULTY	Variable

Castles II would be a poor strategy game on the Amiga computer, so frankly I find it hard to believe that it has found its way onto the CD32. The game isn't really suitable for this format as it is, but the fact that little effort seems to have been made to spice things up by using the CD32's superb graphical capabilities is simply unforgivable. The gameplay itself is tedious in the extreme, and as far as I'm concerned this is definitely one to stay clear of.

REVIEWED BY: Neil

SECOND OPINION

A very, very average game which makes a mockery of the CD32. Strangely though, this is the only format you are likely to see it on. A big disappointment after *Star Trek*.

OPINION BY: Paul

OVERALL SCORE

43%

▼ The riveting battle scenes are a study in combat filled realism and excitement. Oooh the tension.



▲ You can even design and build your own castles if the fancy takes you.



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ACTION REVIEW ROLE PLAYING



LEGACY OF S

It was a time for great heroes... Unfortunately the time was supposed to be around two years ago.

At last I get to review Heroquest II: The Legacy of Sorasil. This is a momentous occasion for me, not as you might think because I am particularly looking forward to playing it, but because in the 18 months or so that I have been working here, I have had it demonstrated to me on no less than four separate occasions by various Gremlin PR people. Now I can actually get down to telling Amiga Action readers all about it.

Anyone who played the first game in this series is most definitely in for a pleasant surprise. Almost every aspect has been greatly enhanced in every way, and the whole game just feels better all round. The fabled land of Rhia has apparently fallen foul of a mysterious plague created by a being whose evil magic is so powerful no one dare stop him. From the safety of your own home you must fulfil the role that no one else dare take on. Choose a party of adventurers from eight would-be heroes, all of whom are ready to use their specialist skills in order to return the land to its peaceful state. The heroes include a Paladin, a Fighter, a Cleric, a Mystic, a Mage, a Barbarian, an Adventurer and a Ranger, and you must choose your party wisely, mixing warriors and magic users well in order to increase your chances of success.

Presented in an isometric 3D viewpoint, experienced questers will immediately realise that one of the main improvements is in the graphical department. If there was one thing the original was lacking in it was atmosphere, but the Legacy of Sorasil has it in abundance and this is mainly due to the standard of the images.

Size is also important in a game such as this and 10 vast stages have been squeezed in to occupy even the most fanatical roleplayer for the near future. Each of the 10 perilous quests is sufficiently

THE LOW-DOWN

PUBLISHER: Gremlin
CONTACT: 0742 753423
TEAM: In House
PRICE: £25.99

SCORING

GRAPHICS	87%
SOUND	80%
PLAYABILITY	83%
DIFFICULTY	Average

It is plain to see the improvements that have been made here. The sheer length of time it has taken Gremlin to get it out is testament to the fact that they were obviously striving to get things just right, and while I don't think they have quite managed it, this game far exceeds any expectations I had. There is definitely potential for future releases in the Hero Quest Masters series, and in the meantime this will more than plug the gap while we wait.

REVIEWED BY: Steve

SECOND OPINION

I've played Legacy pretty sparingly to be honest, and I must admit that I didn't find it too appealing. I thought that the fight scenes were particularly humorous though.

OPINION BY: Neil

OVERALL SCORE

83%

▼ As in all good role-players, your characters start off with basic abilities that are increased by experience.



ORASIL

varied to keep your interest level, although, from my own personal experience it is not all that tricky to get to grips with. That is certainly true for the early stages, although I must admit things had begun to get a little more tricky by the time I broke off. It is certainly not too easy though, in fact the best way to describe it is probably a pleasant gaming experience – not difficult enough to frustrate you, and simple enough to allow you to progress at a regular pace.



The action point system of the original has been retained with every movement using up some of the points, making the game instantly accessible to experts. Newcomers will not take too long to get to grips with things though, and in little or no time at all will fully understand the majority of the workings of the game.

The Legacy of Sorasil is supposedly the first in a new series called Hero Quest Masters, and this is certainly a solid base from which to build. While it is not going to be an award winner in its own right, the game engine has got a great deal of potential for the future.

Its ease of use and enjoyable quests will delight gamesplaying fans from many different genres and there is plenty of scope for variety. Who is to say that they all have to be based around medieval type scenarios though? The possibilities are really limitless.



▼ *Combat is a bit pathetic to be honest, with you having absolutely no control over proceedings.*



▼ *You must not only fight living enemies during your adventures, but also undead foes too.*



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ACTION REVIEW PLATFORM



SUPER METHANE BROTHERS

Time is running out, or at least after the Super Methane Brothers.

Poor old Puff and Blow are out on a sightseeing trip when suddenly their old banger hits a large rock and catapults through the air. As the strange looking creatures bounce along the floor, they look up for long enough to notice a castle lurking in the distance. Now on top of that castle is a particularly large tower, and, not being able to see the top, the pair decide to go and investigate.

Bad move! No sooner are they inside than out go the lights and they are trapped. This is where you step in, your heroics are required to defeat the nasty key holder who lives at the top of the tower.

Set in several bizarre locations, variety serves to add spice to the game: with 120 levels, 11 tracks of original recorded sound, not to mention the 59 secret levels, Super Methane Brothers is certainly packed to the brim with goodies. The graphics are excellent too, as far as they go.

One or two players can enjoy the antics the brothers offer. Basically your character bounds through the levels, blasting methane to zap the ever-present baddies. Once zapped they are splatted against the wall, although Apache Software gently reassure us that there is no discernable violence, so making the game suitable for all ages.

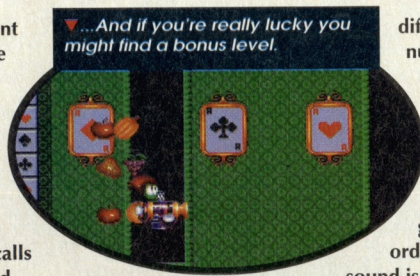
Battling against the time bandit as well as the baddies calls for quick thinking, dodging and



jumping. Every baddy must be "methaned" before the player can move on. It's not all hard work without rewards though. Shoot and score tokens are released to run or bounce wild. Hit the turbo icon and off you zoom!

As the levels move on, different baddies pop up in larger numbers and a helping of humour is thrown in to keep players on their toes. Steaming, rotting cheese certainly provides a different aspect to the game as a whole. Based on providing pure fun, the graphics are bright and bold in order to catch the eye and the sound is amusing. Along with the fun, each level is packed with puzzles, which become harder the further you get.

The targeted age of the game is alleged to encompass the broad spectrum of seven up to 30. If you're quick you'll catch the floating number of the level that you're presently on, which helps if you notice it. Credit goes to Apache for bringing us a fun, challenging, and... different game.



THE LOW-DOWN

PUBLISHER: Apache
CONTACT: 0529 302100
TEAM: Apache
PRICE: \$29.99

SCORING

GRAPHICS	85%
SOUND	82%
PLAYABILITY	89%
DIFFICULTY	Spot on

Quick, cute and fun adequately describes those Super Methane Brothers. If they're not zapping a baddie, they're snatching up fruit or in pursuit of the elusive token card. Although short in duration, the levels provide enough variety to keep most platform fans happy for a while. Apache Software have polished what could have been an average game into a good few days of platforming fun. Nice to see them supporting all formats too.

REVIEWED BY: Rachel

SECOND OPINION

Hmm! The CD32 version may be better, but the game isn't that impressive in the first place. Not too bad but certainly not a game that is going to win any awards.

OPINION BY: Steve

OVERALL SCORE

81%

DIFFERENCES

Amount of levels seems to be about the only thing. The CD version contains 120, the A1200 a few less than that and the standard version even less again. Still a good buy though.

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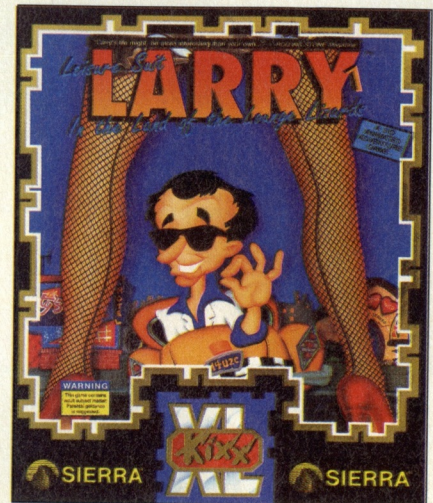
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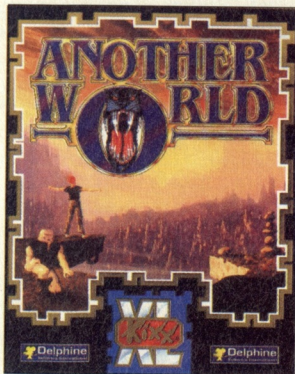
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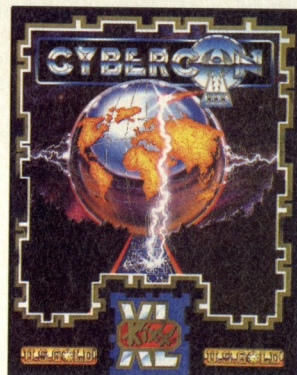
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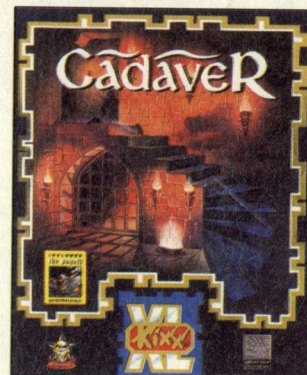
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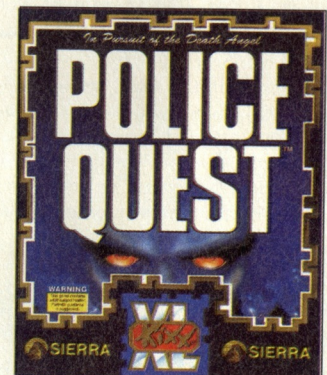
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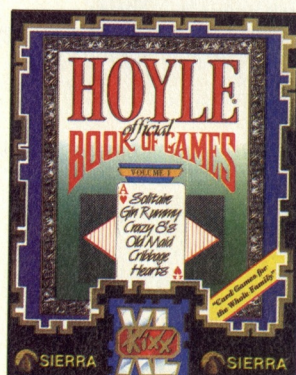
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ACTION REVIEW PLATFORM



BRIAN THE LION

Hawim-away, hawim-away, in the jungle, the quiet jungle, the lion sleeps 2 nite. Oo-wee-oo-wee-oo!

Where will it all end? We've had hedgehogs, dogs, foxes and plumbers in the past, all of which at least had some degree of respectability, but a lion. Oh no, no, no! If ever a character would be deemed unsuitable for inclusion in a cute, colourful platform romp I would have

thought it would be the vicious king of the jungle. Quite how anyone could ever consider a lion to be lovable is beyond me but the programmers of this game obviously have different ideas.

What about that bloke who nosedived into the lion's cage at that zoo and was brutally savaged. What if he owns an Amiga then? Everytime he goes near a computer shop in future he will be more than likely frozen rigid with fear at the mere thought of what lies in wait inside. Clearly Reflections gave this

poor man absolutely no thought whatsoever when designing this game and quite frankly I find this quite unforgivable.

It is difficult to carry on now because I've come over all emotional as a result of my moral crusade, but I will do my best to give it a fair review. Subtitled Rumble in the Jungle, the game sees you playing as good old Brian, who quite bizarrely is wearing of all things, Bermuda shorts.

The arch enemy of all creatures jungle is named Geeza, and he apparently is hideously ugly. He is so insecure that he has hired a myriad of servants, all of whom are instructed to constantly tell him just how beautiful he is (Like Brad? - Paul). Obviously Geeza would do anything to make himself more attractive to 'the local babes' as the game quite embarrassingly insists on calling them.

This aim can only be achieved by kidnapping and harnessing the powers of Brian's best friend, Chris the Crystal, and forcing him to make him more beautiful. Obviously Bri isn't going to stand for this and sets off on a quest across umpteen levels in a bid to rescue his friend and free the jungle.

The gameplay is for the most part your standard platform stuff, with plenty of leaping around and battling the enemies. To kill your foes the method that seems to be in vogue these days has once again



▼ Various bonus stages are dotted around throughout the game.



▼ The first half of the game, shown here in all its hi-res, technicolour glory.



THE STEAMY JUNGLE



▲ The game is packed with feats of stunning technical excellence.

been employed, namely jumping on their heads, but there are a couple of other ways of despatching the baddies. You can either choose to claw them to death, or if you are feeling particularly fired up you can roar at them. This will do one of three things. For the weaker enemies it will destroy them instantly. The more fearsome ones will only freeze in terror, but this does allow you to jump on and kill them yourself, and finally, if you try roaring at say, an end of level guardian he will laugh at you and may even roar back much louder for comedy effect.

A particularly innovative feature is the inclusion of a handy little location known as the Cloud Shop. In this emporium of bonusy delights you will be able to browse at your leisure through rows

Mark the Lark dodges some bizarre foes to aid Brian's cause.



▲ The end of level guardian for the midway stage may not look particularly fearsome, but he is tricky to defeat.

▼ It may only be not much more than standard platform fare, but it's fairly enjoyable.



▲ Brian bellows out a mighty roar and terrifies any enemies in the vicinity.



upon rows of extra lives, roars, hit points and all of those other things you have always wanted. Instead of spending money, currency is crystals that are collected as you progress through the levels. To put it quite simply, the more you collect the more you will be able to buy.

One thing that really grates on me though, has absolutely nothing to do with the gameplay. If I were to say Mark the Lark, Joel the Mole and of course, Brian the Lion. Whoever came up with these names should be shot in my opinion. Why? What is the point? Does anyone consider them to be funny, because to be quite honest they set my teeth on edge. They do

This minor flaw aside though, Brian the Lion is quite good fun. As platform games go though this is certainly no worse than the vast majority and in some ways it even surpasses them. I'm not

a massive fan of this type of game, preferring something a little more taxing in the brain department, but I am not completely blind to the relaxing merits of them. Brian The Lion is a good way to spend a couple of hours without coming away feeling drained. This is light hearted entertainment done in a way that will appeal immensely to most people, both young and old, platform fan or otherwise.

The cutesy graphics draw in the neutral and the challenging gameplay is enough to keep even people with a short attention span occupied for a while. I'm not saying Brian the Lion is an epic game that is going to smash all sales records, but it is a competent effort that will do both Reflection's and Psygnosis's reputations no harm at all.

THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 709 5755
TEAM: Reflections
PRICE: \$29.99

S C O R I N G	
GRAPHICS	82%
SOUND	78%
PLAYABILITY	80%
DIFFICULTY	Average

A part from the ridiculous rhyming names Brian the Lion appeals to me a lot. It's standard platform action, and although I'm not a big fan it is always good for a short term laugh if a little lacking in long term fun. This is a very well executed example, with nice enough graphics and a reasonable quality of gameplay. I was surprised this kept me interested as long as it did because games of this ilk that can do that are few and far between.

REVIEWED BY: Steve

SECOND OPINION
Steve really is living up to his "miserable" tag here. As far as I'm concerned Brian looks, plays and sounds superb. Definitely one of the best platformers around.

OPINION BY: Neil

OVERALL SCORE

80%

ACTION REVIEW PLATFORM



DIFFERENCES

The A500/600 version features less impressive colours and sound, but it's two quid cheaper than the A1200 job.



Dennis spies his catapult, but it's not yet within his grasp.

Purple cats such as these can give Dennis a nasty case of worms.

DENNIS

Bad boy Dennis is on the rampage, but there's no sign whatsoever of Gnasher or Walter the Softy.

Anyone who read Paul's preview of Dennis in our December issue will have realised by now that this game has got nothing whatsoever to do with the stripey jumpered pest from The Beano. The Dennis of this title is the American cartoon strip version who appears on British telly at about 7 o'clock every Saturday morning when most sensible people are still safely flaked out in their pits, so you might be forgiven for thinking Dennis who?

Dennis has recently received quite a bit of publicity though, thanks to the Hollywood film of the same name which had a nationwide cinema release last summer. It didn't do too badly at the box office either, so our resident movie buff blandster Paul tells me. Well anyway, Ocean have snapped up the licence and have decided to turn our American pal into a platformer (well I never!).

Beginning in the house of his grouchy next door neighbour, Mr. Wilson, Dennis must search out a number of golden coins before he can open the front door and escape into the outside world. Then it's on to the local park where Dennis must hitch a ride from his trusty dog, Ruff, before battling with the evil Betty Sue Dubrovski who appears as a sort of mid-level baddy. Later levels include boiler rooms, sewers and woods, with other baddies thrown in along the way for good measure.

Graphically, Dennis is well enough presented, with some decent backgrounds



▲ Go on then Dennis. Give that bat a soaking. (But Neil, it's a catapult - Rog).

and competently presented Dennis and baddy sprites. The whole thing scrolls pretty smoothly too and there is the general all round feel of a fairly polished product.

Where Dennis does fall down though is the lack of variety in the levels and what differences there are, are not sufficiently stimulating to keep the player interested for long. After spending a good half hour or so fighting my way through four more or less identical levels of the park section I had very little enthusiasm for the next one when it came along.

Although Dennis looks and sounds very nice indeed, it's not the sort of thing I could feel happy about recommending to the bulk of the readership, so I won't. 'Average' seems to be a word which sums it up quite nicely.



▼ Once Dennis has found his dog, Ruff, he can relax for a while and do little boy things.



THE LOW-DOWN

PUBLISHER: Ocean
CONTACT: 061 832 6633
TEAM: In House
PRICE: £27.99

SCORING

GRAPHICS	81%
SOUND	79%
PLAYABILITY	65%
DIFFICULTY	Easy

I was expecting something a little bit different with Dennis, but 'disappointment' seems to be the watchword around the office at the moment. Games that look and sound nice but do little else to stimulate the senses are fine for a while, but when it comes to the crunch there has got to be a little more to chew on. Dennis certainly isn't a bad platformer, but that doesn't make it a very good game. Come on Ocean, let's have more Jurassic Parks please.

REVIEWED BY: Neil

SECOND OPINION

I don't like this at all. Neil spent far longer than average playing it, and that gives me cause for worry. Are you all right mate? Sit, down, have a cup of tea, then go and collect your cards.

OPINION BY: Paul

OVERALL SCORE

73%



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DEMOS

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MUSIC

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G240	Assassins 37 (N)	Ghost Ship, Claktris etc
G241	Assassins 38 (N)	1 on 1 baldy & transplant
G243	Tetren	Excellent Tetris clone
G244	Legend Of Lothian	Version 1.02. Adventure
G245	Iron Clads (2 disks)	Graphic adventure
G247	Quiz Master	Quiz which includes Editor
G248	Assassins 40 (N)	10 Puzzle Games
G249	Assassins 41 (N)	includes 3 Games
G250	Atlantis	Excellent Adventure Games
G252	Bombjacky	Rescue the dying planet
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G256	Slamball	Management game of US football.Type Sport
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G299	Top Of The League	Addictive football management game
G300	Blob	Shoot 'em up
G301	Sector 1	Excellent game
G302	Micro Market	Stock exchange game
G303	Strike Ball	Amos written baseball type game
G306	The Funhouse	3 games including Enigma
G307	18th Hole (2 disks)	Excellent golfing game
G308	Gush	Very similar to pipeline
G310	Zalycon (2 disks)	Space shoot 'em up
G312	Rasta Bike	Backgammon & Dungeon flipper
G316	Blood Runner, Monaco	Patience card game
G319	Mega Race And Wacky Rabbit	Compilation
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G325	Mister Men Olympics (2 disks)	Excellent game for disks as reviewed in Amiga Computing
G326	Wibble World Giddy	Really good platform game
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G327	Tetris Pro	Tetris game with exceptional variants
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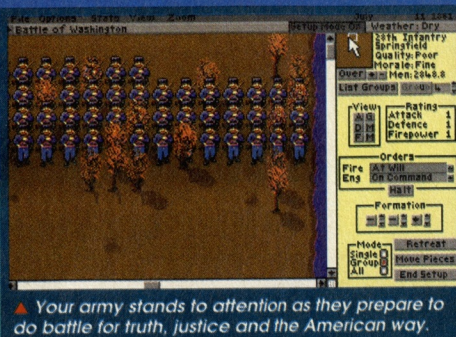
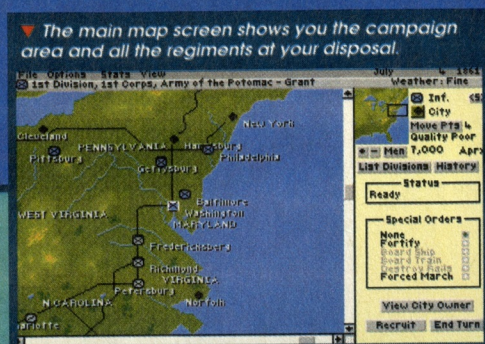
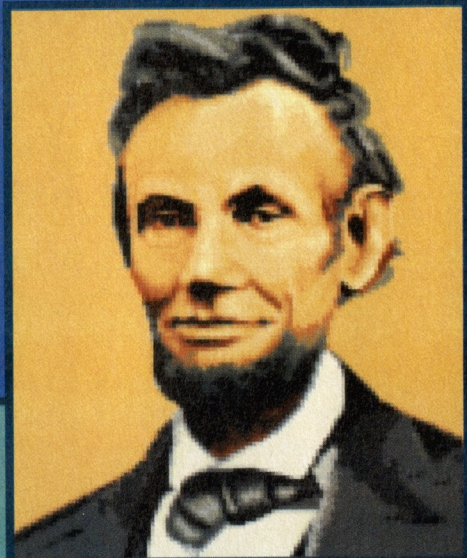
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ACTION REVIEW STRATEGY



THE BLUE & THE GRAY

Revel in the excitement of the American Civil War with the new strategy offering from Impressions.

To be honest I dropped History as soon as I could from my school timetable and as a result the brown questions in games of Trivial Pursuit have seldom been the source of any cheesy segments. To say that my knowledge of the American Civil War is limited then is a bit of a gross understatement. As far as I'm concerned, the Gettysburg Address is simply the place in America where Mr. and Mrs. Gettysburg live with their two children, Randy and Scooter.

When it comes to reviewing games however such problems never usually affect me, so I wasn't too disturbed when Paul handed me a

boxed copy of The Blue and the Gray (yes, that's how it's spelt) with a gleam in his eye and a smile on his face.

With me being a bit of a novice in the area of eighteenth century American history, the manual was essential reading and I even gave a cursory glance to the free book entitled "The American Civil War - A

History" which accompanies the package. My loathing of history soon curtailed this activity, but I was more than willing to give the game a chance.

Apparently the war was fought between the (blue) Federals of the North and the (gray) Confederates of the South over a complicated dispute involving such grievances as slavery and the ill-feeling which existed between the founding fathers of America and the newer states who had their own perceptions about what the future held for the country (Oo, lovely - Paul).

Taking control of either side's forces, you take turns with the computer or a friend to wage the

bloody campaign in the safety of your own home. A main map screen allows you to survey the whole battle area of the eastern and central States, thus enabling you to strategically move and position the regiments under your control.

When two opposing forces meet there is the inevitable clash of steel, cannonballs and gunfire, and you are invited to partake in a delightfully titled "Micro Miniatures Battle". These skirmishes form an integral part of the game and allow you to strategically position representations of your forces around the battlefield before the action commences.

To play a game of this type, there needs to be an awful lot of time put into thoroughly reading the manuals and hours of practice don't go amiss either. If I'm being totally honest, I must admit that the whole thing was far too complicated for my liking (especially organising the battle scenes) and the subject matter didn't do much to raise any interest. However, I can see how the game would appeal to a more experienced player with bags of patience, intellect and an interest in history, and this is probably the market which the game is aimed at.

BATTLE OF: Washington			
FEDERAL TOTALS - MEN FIT FOR DUTY			
Infantry (Men)	Active	Lost	
Cavalry (Men)	34,888	0	
Artillery (Cannon)	18	0	
Units	5,646	0	
Units	15	0	
Units	220	0	
Units	10	0	
CONFEDERATE TOTALS - MEN FIT FOR DUTY			
Infantry (Men)	Active	Lost	
Cavalry (Men)	0	0	
Artillery (Cannon)	0	0	
Units	2,848	0	
Units	0	0	
Units	0	0	
Units	0	0	
CONFEDERATES TO DEFEND			
FIGHT			



▲ This screen is shown before each battle takes place. A cowardly retreat may well be in order.

THE LOW-DOWN

PUBLISHER: Impressions
CONTACT: 071 351 2133
TEAM: Edward Grabowski
PRICE: £34.99

SCORING	
GRAPHICS	72%
SOUND	70%
PLAYABILITY	70%
DIFFICULTY	Variable

The Blue and the Gray is definitely for serious strategists only. "Complex" is the only word which I can find to fit the bill adequately, but depending upon your preferences this is not necessarily a bad point. The game is well presented and I quite liked some of the samples used during the battle sequences, but this couldn't save it. American history buffs and part-time generals will no doubt have a field day, but I tried for hours and couldn't really get into it.

REVIEWED BY: Neil

SECOND OPINION

The fact that I found this a bind to play when trying to form a "second opinion" after only about 20 minutes leads me to suspect that exciting gameplay is not its forte.

OPINION BY: Paul

OVERALL SCORE

71%

ACTION REVIEW BEAT'EM UP



TUBE WARRIORS

Set in Japan, or to be more precise, down in the depths of Tokyo's underground, lie venomous gangs of hooligans bubbling in continuous conflict. At regular intervals every gang emerges from the underground stations and threatens rivals who attempt to enter into their territory.

As the player, you take the part of a young hooligan who is just out of the top school for fighting. Tragedy has befallen him and while he was away brushing up on his techniques, his entire gang have been wiped out.

It lies on the poor stricken hooligan to take on his role of leader once more and defeat each band's daddy-o.

Well it sounds exciting enough, but the gameplay doesn't reflect that. The introduction is mediocre, illustrating a train whizzing through the far-eastern tube station. Considering that game introductions are ideal for showing off a company's potential, Dynabyte certainly doesn't take advantage of this. As far as the sound goes, echoes of the train can be heard distantly drowned by the rhythmic soundtrack. In its favour though the rhythm does reflect the ring fights.

Gang warfare

The opening scene displays the territorial locations of each and every gang. There are eight different characters for you to fight and each one has their own individual style. To give credit where credit is due, there is certainly a degree of variety in

Heh watch ill! I've heard of underhand tactics but that takes the biscuit!



Put 'em up! The crowd are cheering, the tube's just whizzed past and the territorial gangs are fighting for their rights.

the game, with the choice of fighting a combination of characters and transforming into another character.

One or two players can fight, and depending on your stamina three or five rounds can be picked. Your first fight is an encounter with a buxom, tough female warrior. Assumptions were made when programming this game, or perhaps it was the opposite assumption I made, but I

immediately assumed that I was the woman and remained confused when the character didn't respond to my joystick wagging! Having said that, when I discovered that I was actually the young hooligan I can't say that the character reacted significantly better.

I think that perhaps we are spoilt for choice with the recent surge of beat 'em-ups hitting the market. Having seen the best of the rest, Tube Warriors didn't even compare. With limited actions the fight is a frustrating battle, albeit funny at times when the girl dives for her male counterpart's nether-regions.

Disk swapping proves frustrating too. No sooner is a fight finished than so has that particular disk and it's time to be swapped.

To give this game some credit, the variety of moves are limited, the actual sprites are interesting and active in their own right and the bold bright graphics prove conducive to gameplay.

"The next train to Cockfosters will be a very poor imitation of a decent game."

THE LOW-DOWN

PUBLISHER: Dynabyte
CONTACT: 0727 868005
TEAM: Dynabyte
PRICE: £29.99

SCORING

GRAPHICS	59%
SOUND	56%
PLAYABILITY	57%
DIFFICULTY	Average

It's the standard biff-em-up, with nothing really special added. With today's surge of beat 'em-up games, it takes something different to grab the public interest and persuade them to depart with hard-earned pennies. This game has a limited attraction value. Admittedly the characters have some amusing moves, as well as some decidedly painful looking back-flips... but they're not sufficient to persuade me that Tube Warriors ranks with the rest.

REVIEWED BY: Rachel

SECOND OPINION

I could spend a while listing what the faults of this game are, but the simplest thing to do is point out that Mortal Kombat costs the same and let you work the rest out yourselves.

OPINION BY: Paul

OVERALL SCORE

51%

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	26	West Midlands	National Motorcycle Museum, J6 M42	
	July	16	North West	Haydock Park Racecourse, J23 M6
17		West Midlands	National Motorcycle Museum, J6 M42	
23		North East	Northumbria Centre, Washington, Dist 12	
Oct		2	West	Brunel Centre, Temple Meads, Bristol
		9	London	Tolworth Recreation Centre, A3 Surbiton
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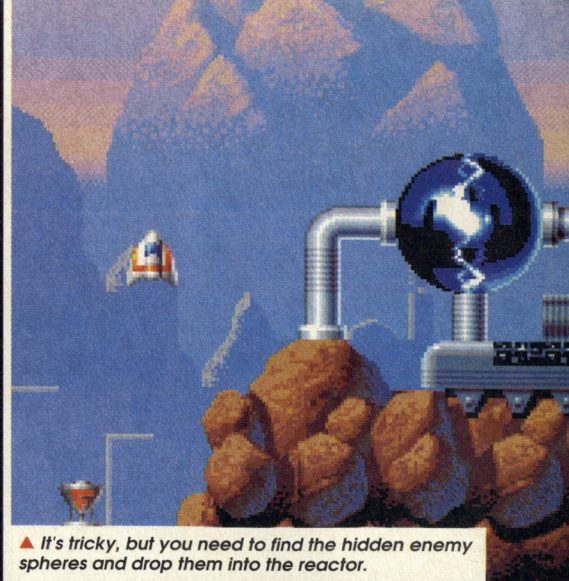
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ACTION REVIEW SHOOT'EM UP



This game certainly lives up to its name... you think that you've made it... but think again. Your best just isn't good enough.



▲ It's tricky, but you need to find the hidden enemy spheres and drop them into the reactor.

FLY HARDER

Duck! Fire! You're in the middle of an intergalactic combat. The interstellar spaceship Irata is heading for the planet Zarkow to take on fresh supplies of food and water. A mission of goodwill, but like in every adventure a baddie is lurking to thwart their intentions.

Around the space vine the crew learn that the Targoid insect-people have installed powerful reactors in Zarkow's network of caverns. These were not installed for the good of the Zarkonians but in order to exploit the planet's supplies of energy and raw materials, and worse than that the fiendishly thorough security system makes it almost impossible for strangers to enter the caverns.

Mission of mercy

This is where you step in. You are one of a hand picked team consisting of the spaceship's five best pilots who have been chosen to break through the security system and dismantle the reactors. Your mission is to find one of the hidden energy spheres in the caverns and drop them into the reactors. This knocks off a chain reaction that causes the reactors to overheat and destroy them.

Well, your mission sounds simple enough but unless it was my lack of co-ordination that caused

▼ The danger of crashing is always imminent. One wrong move and up you go in flames.



▲ Strategical planning is top of the bill. You need to thwart the enemy's evil intentions.

my series of crashes, I would say that only practise makes perfect. Controlling the aircraft is certainly made easier by the CD32 control pad, but playing the game is by no means easy. The graphics are good but they certainly don't show the CD32 off to its best potential.

To actually collect all the energy spheres you have to fly quite close to the sphere which automatically collects it and then follows your spaceship. It's important that you fly close to the reactor so that your sphere touches it.

This really is easier said than done, but that's not a bad thing as it presents a real challenge to the player. At the same time you are also dodging the aggressive Targoids who are after you. Having dropped all the spheres within a level on the reactor, you'll move onto the next level.

This game calls for multi-action thinking as you are not only dodging the attackers but you are out to switch on and off the laser barriers around the targoid's security system which allows you to hopefully pass unhindered.

A process of elimination is required here as not every switch is there for your good. Some have been hidden there only to irritate the player. In fact they can be very annoying if you hit the wrong switch, changing the gravity to name but one of the nasty traits.

Fly Harder can certainly be classed as one of those games that really needs to be worked at but that adds to its favour, making it a good value for money product.

THE LOW-DOWN

PUBLISHER: Krisalis
CONTACT: 0709 372290
TEAM: Starbyte Software
PRICE: £14.99

SCORING

GRAPHICS	75%
SOUND	79%
PLAYABILITY	81%
DIFFICULTY	Very hard

Well, I can't pretend this was easy. In fact it is one of the most tricky games I've ever had the chance to play. Manoeuvring your interstellar space craft away from the rocks and space-age machines calls for accurate handling of the joystick and an eye for danger. The CD version is exactly the same as the standard computer based effort - it's a fast game that will certainly not bore you... and it's not bad for the price.

REVIEWED BY: Rachel

SECOND OPINION

From what I've seen this looks excellent. Reminiscent of the PD-er Grav Attack, it's one hell of a big challenge for a more than reasonable price.

OPINION BY: Paul

OVERALL SCORE

80%

ACTION REVIEW ADVENTURE



New adventures have been a bit thin on the ground recently. Adventure Soft try to revive the tradition.

As Simon explores the areas many strange and wonderful occurrences take place around him and these lead to much confusion.



SIMON THE

Simon the Sorcerer was released to rave reviews on other formats, some of which even deemed to describe it as coming too close to conquering the enormous quality mountain that has been built by some of the more illustrious American adventure makers.

The Amiga press I have seen so far has been a little bit indifferent to say the least, and for the life of me I can't understand why. I know it's only the beginning of the review, and it is not the norm to state an opinion at this early stage, but I found this to be a witty, charming and engaging adventure, not to mention immense fun to play.

I know my opinion often differs from other peoples, as does everyone's but I cannot see how anyone could fail to like this highly pleasant game. Each to his own I suppose.

The one thing you shouldn't do though is go into this expecting a run of the mill game. Bizarre, off the wall and even wacky, although I am loathe to use the word, all accurately describe this game. Check out the plot and you'll see what I mean.

This bloke called Simon... well I suppose strictly speaking he's not really a bloke being only twelve and all. This kid called Simon really really wanted a Gameboy from his parents for his twelfth birthday.

Unfortunately, for him at least, when he unwrapped his shiny parcel all that lay inside was a scruffy little dog with a book in its mouth. There was something particularly strange about this book

▼ Humour is a major part and this is most evident during character interaction.



▲ Lovely woodland scenes are plentiful within the game. The quest is more sinister though.

▼ But surely Simon is only 12. If this is the case the landlord could lose his licence.



▲ Simon's humble home, in this land at least, and what a pad. Perfect for the young bachelor.

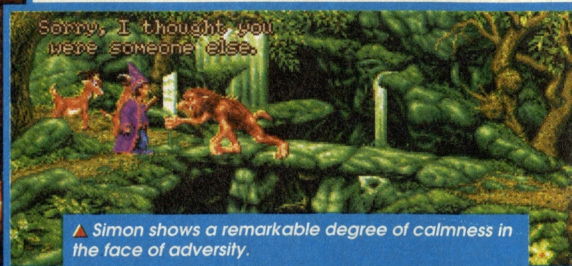
though, in that no one could read a word it said. Even stranger though was the fact that his parents hadn't bought the dog and furthermore had absolutely no idea where it had come from.

Not ones to look a gift horse in the mouth though they seized the opportunity to save some money by spiriting away the real prezzie to keep for Christmas. The book was dumped in the loft and forgotten about, and the dog, which Simon named Chappy incidentally became his faithful friend. Until now that is. Somehow Simon has been transported to a strange and mysterious land where anything can happen, and indeed very often does.

Baggy trousers

Here Simon must take charge and fulfil his destiny, whatever that may be, and make himself a hero known only as Simon the Sorcerer.

See what I mean, strange or what? Still, you can't beat a bit of madness as far as I'm concerned,



▲ Simon shows a remarkable degree of calmness in the face of adversity.



▼ If you can convince these dodgy characters to make you a wizard you are halfway there.



▲ Plenty of useful stuff can be obtained within the aptly named Shoppe.

SORCERER

and I don't mean the awful 80's pop group either.

This game features an interface that could quite easily go 10 rounds with anything LucasArts or Sierra have ever come up with and come away with nothing worse than a blooded nose. It features one of those intelligent cursor things. You know, the ones where you put the pointer over an object and it tells you what it is and also sets up an option for what you can do with it. As well as saving time and alleviating a tedious task this can also help you out of a tricky situation. Say for instance you are completely stumped and haven't a clue what to do next simply whizzing the mouse across your inventory can often provide the flash of inspiration you have been yearning for.

Don't worry though, this will never give you any answers, you will still need to do all the thinking yourself.

The puzzles in Simon the Sorcerer are some of the most devious I have ever come across and I'm certain they will test even the most hardened adventurer. However it is in this area that one of my few gripes with the game comes into play.

On occasion you really do need to be pixel perfect with the mouse to uncover an object that may well be vital to completing a particular puzzle. This leads to many annoying smashing your head

against the wall episodes when you accidentally stray across the tiny area of the screen the object in question occupies and everything immediately falls into place.

The only other problems I came across relate entirely to the games speed on the standard Amigas. The 1200 is fine, and I suppose the other version moves at reasonable speed, but it just seems too slow at times which is a shame. The main thing though is that if you leave Simon alone for about five or six seconds he pulls a walkman out of his hat, puts it on and starts bobbing away to the tunes. Amusing at first undoubtedly, but after the first few times it becomes quite infuriating, mainly because you have to wait for him to take it off and put it away when you think of something to do.

Apart from these little niggles though I can't see any reason at all to knock Simon the Sorcerer. I read a criticism of it that said it's not as funny as it thinks it is. I find it surprising that someone could think this as it tickled mine and quite a few other peoples ribs on numerous occasions.

If you don't take your games too seriously and fancy a good tough adventure to sink your teeth into it may as well be this one, it's as good as anything else that's around at the moment.



▲ One of the problems is some of the objects are tricky to see.

There's plenty of excitement to be had during the game. Fever pitch is reached at this point.



THE LOW-DOWN

PUBLISHER: PDQ
CONTACT: 021 625 3377
TEAM: Adventure Soft
PRICE: £34.99

S C O R I N G	
GRAPHICS	90%
SOUND	87%
PLAYABILITY	82%
DIFFICULTY	Variable

I like a good chuckle and Simon the Sorcerer raised a smile quite a bit more than most. Any game where you can even laugh about the descriptions of the programmers in the manual is alright by me, and this is such a game. Certainly not too linear in the old plot department, this provides a very tough challenge that is both warm and lighthearted at the same time. Congratulations are deserved all round, and acclaim should be heaped on this.

REVIEWED BY: Steve

SECOND OPINION

They've tried very hard to be funny and succeeded in a big way. Superbly detailed and infinitely playable, though some puzzles are a bit nonsensical.

OPINION BY: Paul

OVERALL SCORE

88%

ACTION REVIEW REVISITED

SABRE TEAM

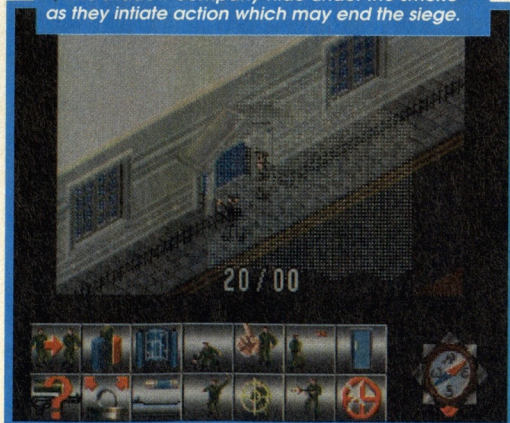


When negotiation fails and fanatical terrorists are prepared to die for their 'just' cause, it's at this point that military intervention is inevitable. So it is time to call in the elite anti-terrorism units.

It has been known that aggressors will immediately surrender when they hear that the Special Air Service (SAS) has been called in to crack the situation – the battle is over even before a shot has been let loose. It's because of this aura of fear surrounding the world's elite that Krisalis took it upon themselves to base a game around those deadly assassins. Or more pointedly, to update the one they already had.

Alright so we've established that this game is going to be full of nail biting action, but as with every successful military operation a certain amount of planning is in order. That's the reason why the angle of gameplay takes on an arcade/strategy

▼ The shadow company hide under the smoke as they initiate action which may end the siege.



aspect. Don't get me wrong, the strategy isn't of the bifocal variety, and even to one track minded shoot'em-up fans it will still hold great appeal.

Basically you're put in direct control of four SAS men who make up a team... a Sabre Team, throughout five sensitive missions in need of defusing.

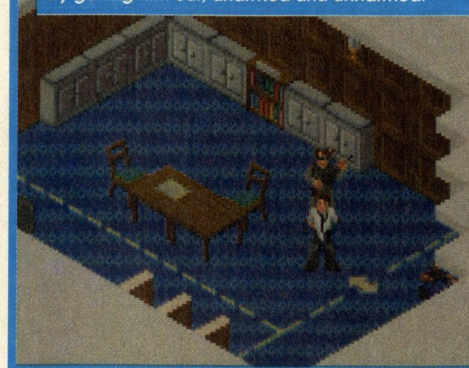
Along the bottom of the screen are two rows of icons, each of which can be clicked on using the mouse pointer to initiate the various actions – change weapon, aim weapon, open door, that sort of thing – along with movement arrows which enable the highlighted member of the team to move. Obvious really.

Each action an SAS man does requires effort and this comes in the form of Action Points (AP), most starting with around 40 APs each. When this quota reaches zero you move onto the next troop. Once the entire team have done their stuff, it's the enemy's turn. This is where you lucky A1200 owners have the upper hand. The normal version took around four minutes for a turn to be completed, but not anymore – as soon as you click the end turn icon, it's back over to you for some more action. Respekt. (We were desperate, readers – Paul).

Move and die

(Now go on Brad, tell 'em about the missions, you've only got 90 words left, you bloody clown – Paul) Crikey... Oh yes, 'nuff waffling. Five zones need neutralising. You've got an embassy siege based loosely on the er, an embassy siege. Underground nuclear bunkers full of crazy men with

▼ Sabre 1 locates a hostage, that's the easy bit. Try getting him out, unarmed and unharmed!



their fingers on the button. A passenger ship overrun with terrorists, where the team has to parachute onto the deck of the liner and rescue the civilians, and then some. It's the danger which lies in wait around every corner that adds great excitement over other strategy efforts.

I've always been a massive Sabre Team fan, and it's even better now that the comedy in-game pause has gone. Graphics wise there seem to be very few proper improvements, yet the presentation has been sorted right out and there's some great artwork interspersing the action. With a large variety of weapons and grenades, it's all a matter of learning each team member's speciality. Still that's life... or death if the Sabre Team have you in their sights. All the way through to the early morning, this one guys – believe it!

REVIEWED (of a fashion) BY: Brad

▼ The weapon selection screen... Erm, well from this screen you can err, choose weapons!



A 1 2 0 0

ORIGINAL SCORE

92%

UPDATED SCORE

93%

PUBLISHER: Krisalis PRICE: £25.99

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ACTION REVIEW

REVISITED

SOCCER KID

There isn't too much I can say about this version of Soccer Kid that I didn't already mention in our October issue. If you bought the standard version and have since been lucky enough to come into possession of an A1200, then I wouldn't advise another purchase. If however, you either missed my glowing (and particularly well written) review, or

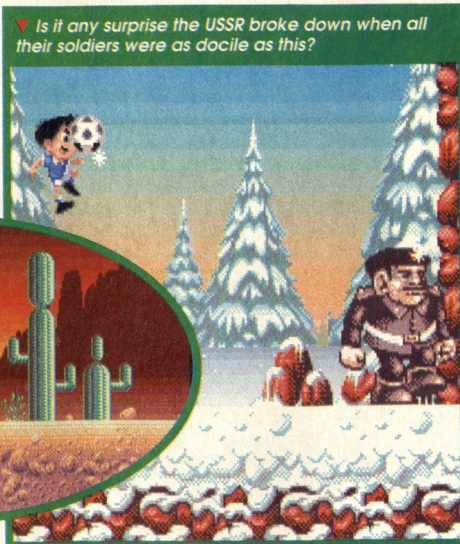
own an AGA machine but not the game, then read on.

June 1994.... world cup stolen... alien... cup broken... missing pieces... Soccer Kid to the rescue. That's about the strength of the plot, but it doesn't really matter, because the game is absolutely superb and needs no bolstering whatsoever. The Kid runs, jumps and generally footballs his way through a number of different and excellently represented countries, dealing with baddies as he goes and – if you wish – collecting enough football cards to enable you to search for the world cup.

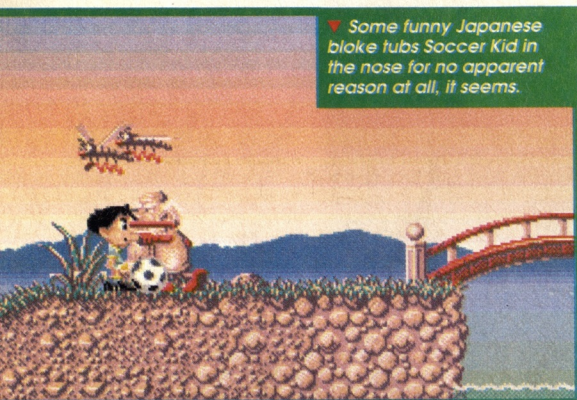
Any number of ball moves are possible with a little joystick application and the whole thing is a joy to play

Nothing on this version looks too much different, it must be said, but the graphics have been touched up somewhat and SK is now installable on a hard drive. If you've got one.

REVIEWED BY: Paul



▼ Is it any surprise the USSR broke down when all their soldiers were as docile as this?



▼ Some funny Japanese bloke tubs Soccer Kid in the nose for no apparent reason at all, it seems.



PUBLISHER: Krisalis CONTACT: 0709 372290 PRICE: \$29.99

SEEK AND DESTROY

Rachel was all set to review this, but I spotted her hovering around the CD32 at the last minute and flexed my editorial muscles because I fancied another go. Actually, I need to make amends for a grave error in my review of the disk version last month when I shamefully neglected to give enough credit to the sampled speech.

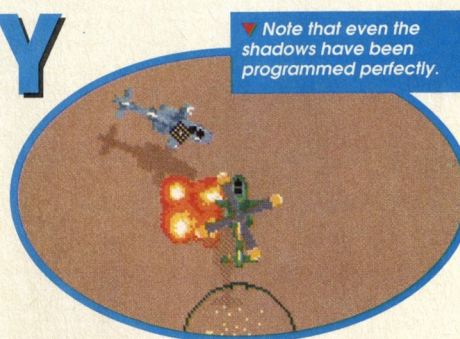
Oh yes, so caught up was I in the game that I shot out the review in double quick time in order to

continue. Had I adopted a slightly more professional attitude, no doubt you would all be aware by now that on changing weapons, an excellent pseudo-American voice informs you of your choice. (Anyone passing through Macclesfield might want to pop in and marvel at Neil's tremendous impersonation of this, as he bellows out "Innershepturrrr!" [interceptor], "Aydagraind!" [air to ground] and "Wigowidaaw!" [we're going down] at regular intervals.

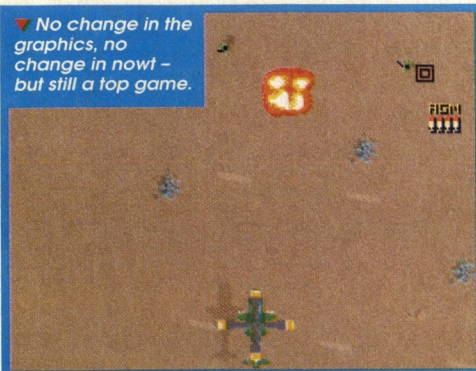
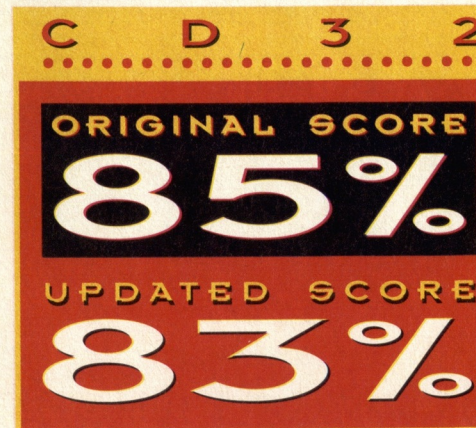
The game remains exactly the same – you control an apache gunship through gallons of missions, using top rotate-y technology to blast everything that moves (and a number of things that don't). The two player option remains, and everything has been modified to make use of the joypad's buttons, meaning no leaning forward on the keyboard.

Surprisingly though this detracts just a bit from the frantic aspect of it all. Seek and Destroy by no means utilises the CD32 graphics chip, and although I personally prefer the disk version, I have absolutely no hesitation in recommending this to any CD32 owner.

REVIEWED BY: Paul

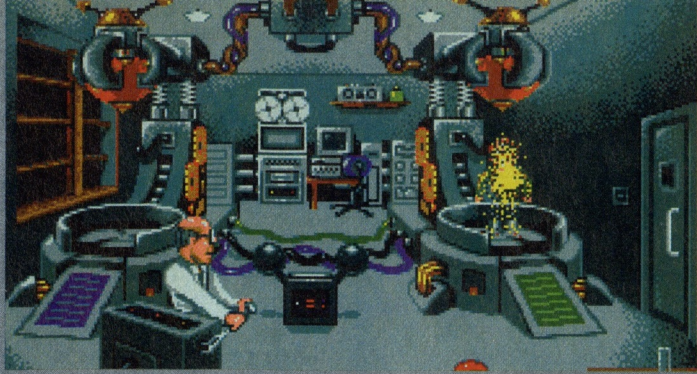


▼ Note that even the shadows have been programmed perfectly.



▼ No change in the graphics, no change in nowt – but still a top game.

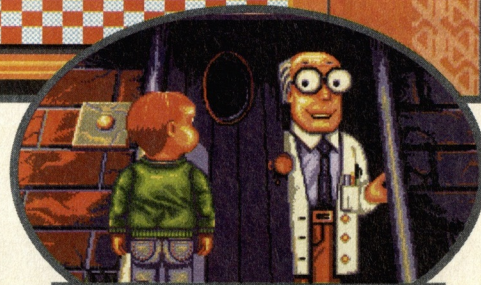
PUBLISHER: Mindscape CONTACT: 0444 246333 PRICE: \$29.99



▲ Uncle Whatsaname buggers up young Morph in his Morph-buggering machine, shortly before Morph becomes a metamorphosing metamorph. Yes.



▼ An orangey morph can bounce over objects to safety.



▲ Morph comes back to exact his revenge on Uncle. And rightly so.

MORPH

You may wish there was some spice in your life at times but don't wish too hard or you could end up like Morph. Being in the wrong place at the wrong time is certainly Morph's story. Intrigued by his wacky uncle's latest invention Morph follows the fate of the experimental mouse who was zapped by the revolutionary teleport machine. Unfortunately though, as Morph was teleported a freak thunder storm started crashing and destroyed the magical machine to smithereens, sending its cogs and wheels flying.

Oh dear! Morph, now a bunch of molecules, is floating around in limbo.

The theme and gameplay is really no different from the A1200. In fact considering the player is allowed the advantage of a control pad it's rather disappointing. Having said that, the debut game was fun and captivating with bold, bright graphics and the CD32 follows in that same standard.

Morph floats, splashes, crashes and bounces



▲ You can begin in one of two levels, but there are four in all. Making a total of six. No... four. Erm...

through each level, depending on his metamorphosed state at the time. It rests with the player to collect the cogs and complete the level within the given number of transformations. With the levels ranging from the garden right up to the laboratory, and the clock rapidly ticking on each, a challenge is at hand.

REVIEWED BY: Rachel

PUBLISHER: Millennium CONTACT: 0223 844894 PRICE: £29.99

C D 3 2

ORIGINAL SCORE

75%

UPDATED SCORE

79%

WING COMMANDER

▼ Joystick control allows great manoeuvre-wotsit, but it's all just a touch too slow.



Just to remind you of the plot I'll take you on a quick walk through it.

Earth and humanity are warring against the Kilrathi race who are wild, warrior-like and resemble cats.

You as champion pilot for the Terran Confederation are called in to save the entire human race. Many a crisis confronts you which you must conquer if lives are to be saved.

The presentation of the CD32 version is excellent... but then so was the A1200. What did surprise me was the gameplay which was slower. In fact the speed of the game altogether, which was not as gripping as the A1200.

Anyway aside from that, the graphics are top quality and the cinematic sequences fully involve the player in the action.

It seems a shame after the last excellent version that this appears to have fallen a step in quality, but if you haven't already experienced the speed of the previous release, this one is certainly a shoot'em-up to be reckoned with. Either what it doesn't matter, because it's yours for free anyway.

REVIEWED BY: Rachel

PUBLISHER: Mindscape CONTACT: 0444 246333 PRICE: FREE



▲ And after a hard days intergalactic cruising... It's time for bed.

C D 3 2

ORIGINAL SCORE

80%

UPDATED SCORE

75%

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talent, let us just point out that it's originality and humour that count. The rules are explained on the other page and of course there will be runners up prizes. Three of them in fact, winning five Kixx XL games each, from their extensive 1994 range of releases (which we are giving away, by the way).



A KIXX



Below is a photograph of our beloved Paul (with his gecs on). Unfortunately, Steve's camera skills leave a lot to be desired and part of his head seems to be missing. What we need you to do is either, a: draw the rest of Paul's head (bearing in mind he comes from Lancashire and thus may not look entirely like the rest of us) or b: provide him with a jolly

hat with which to hide his malformed dome. Oh, and don't forget to draw in the rest of his specs either. Then simply cut out your masterpiece, fill in whatever needs filling and send it in to the usual address. Remember, artistic skill comes second to humour, so everyone stands a chance of winning this amazing – (can we just get it over with! – Paul).



Sealed with a Kixx

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Send your entries by the 11th April to "I've drawn Paul's head",
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We'll have bit of a change soon, and look at some individual software houses. Send us your reviews of Virgin and Ocean games for now, and we'll see what you think. Remember, software prizes for lucky winners...

CANNON FODDER

Virgin

Reader Reviewer: Bob Symons, Gloucestershire.

This has got to be the game of the year if not the best Amiga game ever. The graphics are brilliant and the background sound effects have to be heard to be believed. This is simply excellent.

Graphics: 90%
Sound: 92%
Overall: 93%

Summary: When you pick it up you'll love it!



AA RATED IT **95%**

LIONHEART

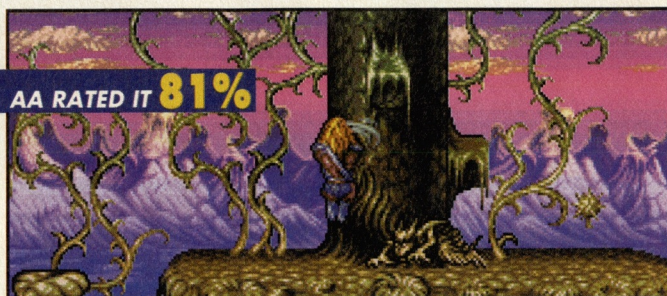
Thalion

Reader Reviewer: Johnny No Name, Noaddressville.

Without doubt Lionheart has some of the most amazing scrolling parallax backgrounds, with lots of colours and smooth movement. The music is great too and the difficulty levels make for a better gameplay.

Graphics: 94%
Sound: 91%
Overall: 94%

Summary: Great game for the best computer..



AA RATED IT **81%**

CRUISE FOR A CORPSE

Kixx XL

WINNER OF WALKER

Reader Reviewer: James Hall, Birmingham.

Wow! What a game this is! Smooth graphics, excellent sound and fabulous playability. A graphic adventure touched by God? I sure think so. Can you, as Raoul Dusenier, solve the murder? A game in the true inimitable style of Agatha Christie. It's tough at times but worth it!

Graphics: 93%
Sound: 88%
Overall: 92%

Summary: Grab it while you can, it's breathtaking.

CHAMPIONSHIP MANAGER '93

Domark

Reader Reviewer: "Jobber" Jobson, Newcastle-under-Lyme.

OK Domark, so you've got just about everything we need for a management sim and more besides, but WE CAN'T PLAY IT! I like computer games but I do have a life, and can't spend hours waiting for this to load up.

Graphics: 40%
Sound: 00%
Overall: 50%

Summary: Promises so much, far too slow.

Half-time Stats					
CHESTER			W.B.A.		
01	B.SIDALL	C	01	S.NAYLOR	C
02	A.ALESTON		02	N.REID	
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12	S.BUTLER		12	G.HEDGES	
14	G.BARROW		14	G.HACKETT	
GK			GK		
DEFENCE	-	34%	DEFENCE	-	74%
		43%	MIDFIELD	-	57%
		28%	ATTACK	-	16%
		1	ATTEMPTS	-	1
ATTENDANCE	-	2000			

AA RATED IT **78%**

JAGUAR XJ220

Core Design

Reader Reviewer: Richard Pattison, South Hetton.

A classic game which in my opinion leads the field to be the best racing game ever. Excellent track designer and save game option make it No.1. The only fault is disk swapping.

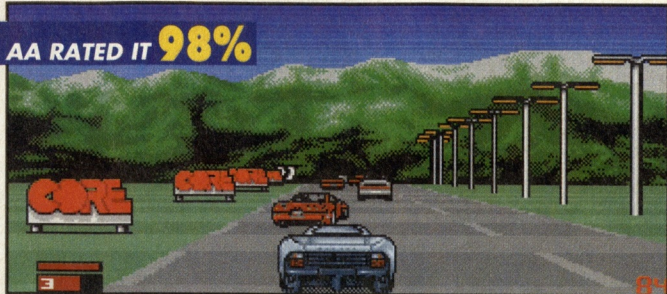
Graphics: 86%

Sound: 95%

Overall: 90%

Summary: Top of the racing league.

AA RATED IT **98%**



FURY OF THE FURRIES

Mindscape

Reader Reviewer: Robbie Fraser, Dundee.

You take control of four little creatures called Furies (more like Critters) who have four different abilities. If you like a Lemmings type of game this is for you. Okay, so the graphics and sound aren't up to scratch, but the playability more than makes up for this.

Graphics: 88%

Sound: 85%

Overall: 91%

Summary: Extreme fun!

AA RATED IT **86%**



AA RATED IT **93%**



SUPERFROG

Team 17

Reader Reviewer: Matthew Bailey, Worcestershire.

This game is good, great, gorgeous, brilliant, excellent, Wayne's World, all of those rolled into one. This is first class in graphics, playability, and the difficulty is just right. The only flaw is the sound which could have been better. A must for platform fans.

Graphics: 92%

Sound: 89%

Overall: 91%

Summary: I like it and you probably will too!



AA RATED IT **89%**

COOL SPOT

Virgin

Reader Reviewer: Alan McGill, Houghton-Le-Spring.

The animation and graphics on this game are excellent, and the soundtrack is definitely the coolest around. Is it as good as it looks? Quite simply, yes! Well worth forking out the best part of 30 quid.

Graphics: 90%

Sound: 94%

Overall: 96%

Summary: The best console conversion to date.

AA RATED IT **82%**



Nice one, cheers for that. We're all hanging out at Europa House, Adlington Park, Macclesfield, SK10 4NP you know. Not that you're invited, but you're all more than welcome to send us your reviews. Bah.

PD

Once again Neil ignores the delights of the full price and budget game releases to bring you news of the latest PD and shareware.

It would be fair to say that this month's selection represents a fairly mixed bag in terms of variety.

As usual the quality of programming is outstanding and it's a veritable joy to review such wondrous delights (as you go just a little bit over the top - Paul).

■ High Octane. Virus Free PD.

Overhead racing is the name of the game as you pilot your nippy looking sports car around the narrow winding streets of some unnamed town or city. Joystick control helps you keep your car on the road, or in my case struggling along the hard shoulder, and then it's a case of trying to beat your opponent (by fair means or foul) and picking up the objects which litter the track. Useful items such as rockets (to fire at your opponent), new tyres and car parts need to be collected if you are to gain ultimate victory and there are even petrol stations situated at convenient points along the route so that you can fill up your mobile with the very best four star fuel.

Reminiscent of Team 17's Overdrive, High Octane is a bit tricky to control with the joystick, making it very difficult indeed to keep a computer opponent in your sights, but this doesn't detract too much from the gameplay when the two player mode is activated.

▼ **HIGH OCTANE:** Drive as fast as you please, and even cross the white line if you like.



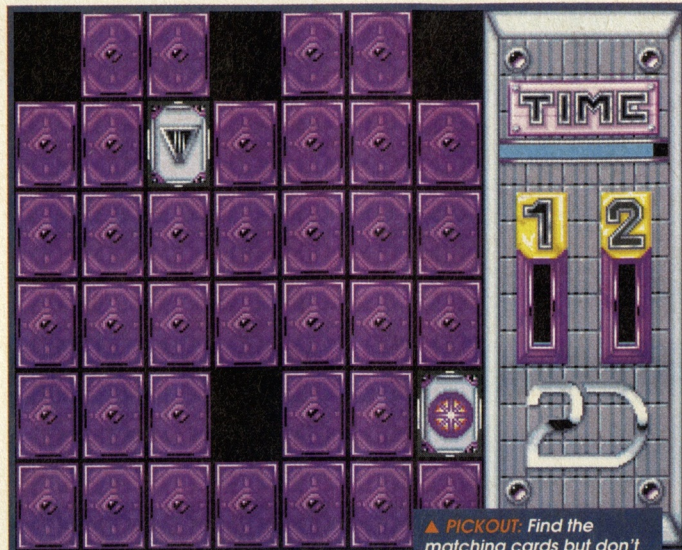
■ Pick Out. PD Soft: Disk No. Ass146.

Pick Out is one of those memory test sort of things which is guaranteed to drive you up the wall. A pack of cards is placed face down on the screen, and then one or two players battle against each other and/or the clock to pick out as many matching pairs of cards as they can. Only two cards can be revealed in each turn and the faces of the cards represent some pretty weird and futuristic symbols. At first these all look to be different and you'll begin to wonder just where the corresponding card is located in the grid. Stick at it for a while though and you'll begin to recognise the shapes on the cards and things will become a little easier. The two player option is the best feature and we've seen Steve slinking back to his Amiga in defeat on a number of hilarious occasions after many a sound thrashing from yours truly.

■ Calculus Combat. Software Expressions: Disk No. G326.

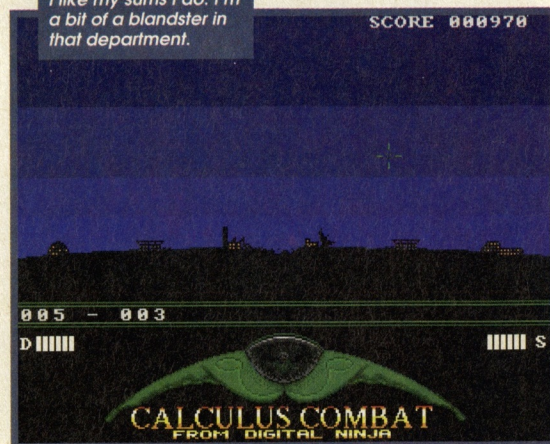
Educational programmes are usually the sort of thing to send a lot of gamers off to sleep, but I'm determined that things should change. So here goes my one man crusade to change the habits of the nation by bringing you news of an educational game.

Defending a planet from



▲ **PICKOUT:** Find the matching cards but don't expect to see the Ace of Spades and the rest.

▼ **CALCULUS COMBAT:** I like my sums I do. I'm a bit of a blunder in that department.



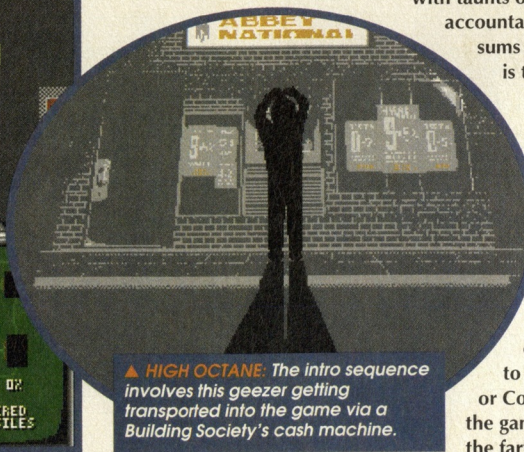
alien attack by means of solving mathematical problems seems an unlikely scenario in reality, but who cares? The intruders are approaching your cities and it's time to respond with a few warning shots across their bows. Two accurate missile shots can be "purchased" by giving the correct answer to a sometimes simple and sometimes tricky mathematical problem. And as the aliens start to increase their frenzied attacking you need to be both fast and accurate.

At the moment Brad from OTE is shouting at me with taunts of "swot" and "you used to be an accountant", but I will not be denied. I like my sums and I must admit that Brad's last taunt is true. (Shame).

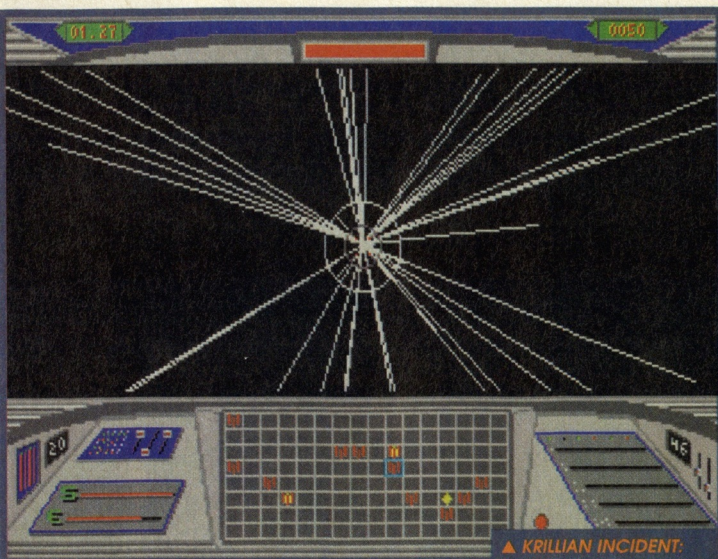
■ Krillian Incident. PD Soft: Disk No. Ass151.

Krillians is an extremely flash looking 3D shoot'em-up set in space. There is a story behind the game but I can't really be bothered going into it when there's so much to say about the on-screen action.

Dependent upon your confidence or general foolhardiness you can choose to be either an Ensign, Lieutenant, Captain or Commander, causing the difficulty level of the game to be set accordingly. Then it's off to the farthest corners of the galaxy in your trusty



▲ **HIGH OCTANE:** The intro sequence involves this geezer getting transported into the game via a Building Society's cash machine.



▲ **KRILLIAN INCIDENT:** Now that's either a smashed windscreen or we've just gone into warp drive Scotty.

spaceship, with your phasers primed and ready for all the trouble.

The action unfolds in front of your eyes thanks to the view afforded by the window at the front of your spaceship (if you've seen Wing Commander you'll know what I mean), and a few Star Trek type sound samples have been thrown in for good measure. The alien ships appear in your crosshair sights in glorious 3D, and shooting them out of the sky causes them to splinter into numerous spinning pieces of twisted metal.

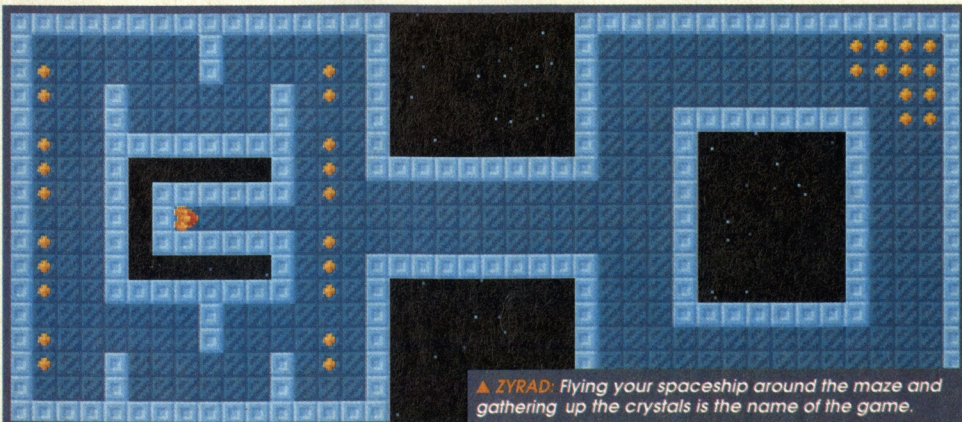
Top stuff and for me it's certainly the best of this month's crop.

■ **Caffeine Free Diet. PD Soft: Disk No. Ass151.**

Now there have been some pretty strange game titles in the history of computer games, but maybe none so strange as this. Caffeine Free Diet is a horizontally scrolling shoot'em-up set in space which is graphically excellent and scrolls so smoothly that you'd think it was running on greased rails. The name baffles me, but the game is simplicity itself to play, and as gratuitous shoot'em-ups go, they don't come much better.

■ **Zyrad. PD Soft: Disk No. Ass151.**

Zyrad is sort of a puzzle joystick thing featuring a spaceship. You must guide the ship around various levels picking up crystals as you go. Sounds easy, but your ship has a nasty habit of creating barriers behind itself as it passes on its way. Getting yourself boxed in is therefore a pretty common experience



▲ **ZYRAD:** Flying your spaceship around the maze and gathering up the crystals is the name of the game.

on some of the later levels, and this provides the main excitement.

■ **Giddy II. Phil Ruston.**

Platforming heroes in the shape of eggs are usually restricted to boxing gloved characters in games by Codemasters. Not wanting to be outdone, good old Phil Ruston has come up with his own ovum type character to rival Dizzy. Rather weakly, Phil has given his character the unfortunate title of Giddy, which smacks of very little imagination, but no doubt this was intended as a joke so I'll let him off.

Anyway, it's a platformer, the sprites are massive and it's very easy to play. Kids will love it.

■ **Exodus on Lard. PD Soft: Disk No. 3666.**

Finally there's a bit of a musical-graphicity-dance-thing-with-comedy-name disk. I don't know much about this sort of thing to be honest, but Steve says it's alright and he's a bit younger than me so he knows all about that sort of stuff. Now where did I put my pipe and slippers?

If you'd like your PD or shareware titles to be reviewed on these pages please send them to: Neil Jackson, Amiga Action, Europress Interactive, Adlington Park, Macclesfield, SK10 4NP.



▼ **GIDDY II:** Giddy sidles along the wall with his arms a flapping, but has he noticed the Spacehopper?



▲ **GIDDY II:** Eventually Giddy will find himself underground with only weeds and flying bats for company.

▼ **EXODUS ON LARD:** See her. You love her. She's your dream date. You want to hold hands with her. Oh yes you do!



CONTACTS

Virus Free PD: 0793 512321

PD Soft: 0702 466933

Software Expressions: 0272 425987

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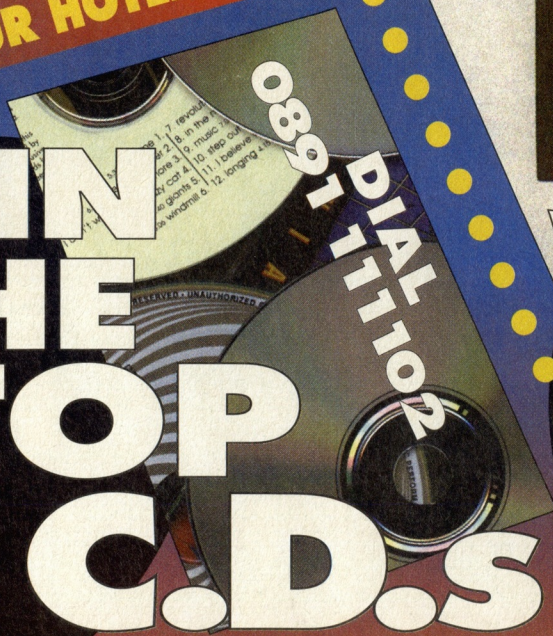


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We all like to think the Amiga is a bit of a special machine. Unfortunately, sometimes we see a game that wouldn't do justice to the original Charlie Babbage portmantis. Thankfully this month we rest assured in the knowledge that with games like these in the pipeline, the future is all rosy and nice. Oh yes we do.

UFO - Enemy Unknown

How to make a superbly innovative and engrossing game: take one Laser Squad, improve the graphics, add depth in the form of strategy and call it something like this.



p58

Guardian

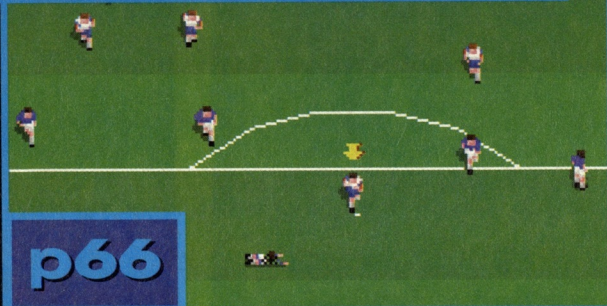
Alternatively, take a good long look at Starwing on the SNES, decide that this kind of thing is possible on the Amiga, and set about proving it.

p64



Sierra Soccer World Cup Edition

Or perhaps take a tried and tested formula, adopt a slightly different perspective, and program the thing so well Paul can't leave it alone.

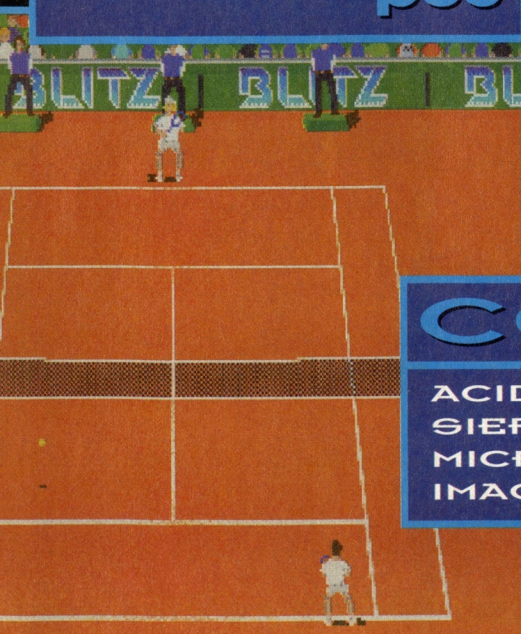


p66

Center Court

You could even work on one of the most difficult sports to simulate, but do it in such a way that when people play it, they never want to do anything else.

p68



Plus: Club Football Manager p62

CONTACTS

ACID SOFTWARE: 071 482 4066
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IMAGINE: 071 734 7372

90°

Amiga

Something stirs at the outer edge of the galaxy...

Now you can call me cynical if you like but I don't mind admitting that I am highly sceptical about this whole alien thing. Don't get me wrong, I don't dismiss the idea that there could be other races somewhere in the universe, I mean why should we be the only ones? What I do find hard to swallow is that they are constantly popping into our atmosphere, hovering over say number 26 Langworthy Road, Salford for 30 seconds or so then popping off back to their own galaxy again.

Why would they do that? Also, why is it that absolutely everyone except me has had their own personal close encounter with something that they conveniently can't describe? I mean, what have the green slimy ones got against me? Don't I deserve a visit?

Personally folks, I'm having none of it, at least until someone inside something that can only be described as saucer shaped traps me in a beam of light of sorts, pulls me into their craft and carries out horrifying medical experiments on me for five days before dumping me in some remote woodland area completely naked and unable to speak through fear. I won't hold my breath though.

Anyway, all this inane rambling brings me on to the fact that simulation supremos

▼ Small vehicles can be transported to the sight of alien landings, once you have engineered them.



UFO - ENEMY

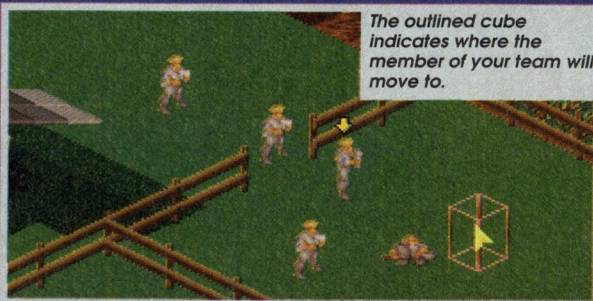
MicroProse have a game coming up based on a fictional, and I stress fictional before the more extreme among you start heading for ready prepared underground bunkers, alien invasion of the Earth, and mighty fine it's looking too. It is a time when all the supposed military cover ups have been dropped and the world freely admits to the existence of alien races and their frequent visits to our planet, and have even

gone as far as to set up a task force to combat the threat.

You are leader of this force and obviously you must do a proper job for two main reasons. Firstly if you don't you could soon be forced to learn a new language. This may not sound too difficult, but seeing as you do not know the anatomy of the races you are dealing with you may struggle more than you would

imagine. The possibilities are endless, think about it, they may have two tongues for all you know, or even talk through their armpits. Could you manage it? I couldn't.

More importantly though is that your task force relies entirely on funding from the countries that you protect. Upset them by not providing the service they expect and they will not hesitate to cut your funding. Less funding



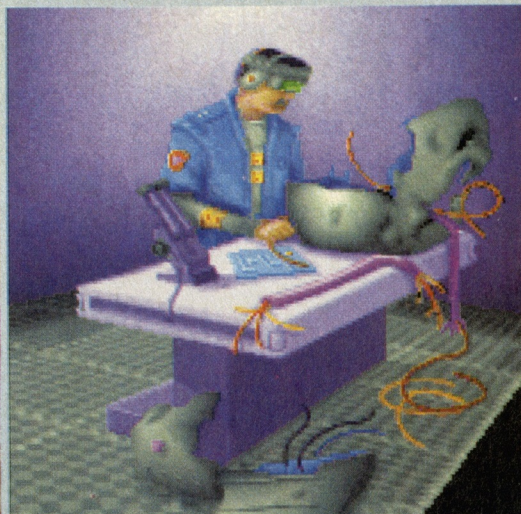
The outlined cube indicates where the member of your team will move to.



Line of sight programming makes for a very interesting and strategic battle.



▼ When captured, the dead aliens can be studied, and the knowledge put to the use of mankind.



▲ Your installations grow in accordance with your success. Research is the key...

UNKNOWN

means less money for equipment and research and in turn this means less chance of success.

It's not just all about winning the battles you choose to fight though, you must also find the right balance between all of the countries. Let me explain. For instance, say you choose to ignore any threat to Australia, although why anyone would do that is beyond me, it really is, and concentrate on saving America and

Europe. This would obviously annoy our assassination attempting Antipodean friends and understandably they would reduce or even drop their funding to the project. This may sound bad but each country gives you a varying amount of money depending on its size and wealth, therefore you may be able to stand the loss of Australia's piddling little contribution quite easily. This is all quite complex but you'll soon get the hang of it.

This is not the main game element though. This is the actual tackling of the invasion forces. You, as head of the corporation never need risk your own life for the cause, you have operatives to do that who are under your direct control. You sit in your nice comfy office monitoring the sophisticated satellite network that has been set up to warn you of any craft. At first the visits are less frequent, but as the story unfolds the attack gains momentum.

When you spot one of the little blighters

you must launch an intercept craft from one of the bases you have built to bring it crashing down to Earth.

Did you notice how I cleverly slipped that "bases you have built" line in nice and quietly there without even a word about how I forgot to mention it earlier? I bet you didn't even realise did you, and if I

hadn't drawn your attention to it then you would never have been any the wiser.

Well yes, you even

have to set up your own bases, complete with research labs, workshops and hangars for your aircraft.

Anyway, once you have brought the alien down it's time to send in the boys, who are of course your squad of operatives specially trained in E.T warfare. Undoubtedly any second now die hard fans of the classic Laser Squad are about to start hyperventilating with excitement because they will be just beginning to realise that UFO is unofficially Laser Squad 2. Yes, that's right, the game that so much of

"Looking to be an absolute monster of a game."

MicroProse are confident that the Amiga graphics will virtually match up to those of the PC.



62°



Sectoid AUTOPSY

The autopsy reveals vestigial digestive organs and a simple structure. The brain and eyes are very well developed. The structure suggests genetic alteration or mutation. The small mouth and nose appear to have little function. The webbing between the fingers, and the flat feet suggest aquatic origins. There are no reproductive organs, and no clue as to how this species can reproduce. They are most probably a genetically engineered species.



▲ If God made us in his image, then why did he make aliens in the image of Neil?

depending on factors such as experience, weight of equipment carried and so on. The number of points remaining will go down each time that character performs a task, for instance moving forward will use up three points, firing your weapon, depending on how accurate you want the shot to be will take around 20. You should be beginning to get the idea by now.

As soon as a character runs out of these points they will be unable to take any further part in this turn. Again careful thinking is called for because you do not want to leave a man stranded in the middle of a field at the end of his turn because he would be a sitting duck. When all of your team have finished their actions, you end your turn and any aliens that are around get to have a go as well.

Another feature which complicates matters greatly is that you can't shoot what you can't see. This means that only targets that fall within your line of sight are open for a pot shot. This is accurate right down to that if your man has his back to the foe he will not know he is there. Believe me, at times the tension becomes unbearable.

If you manage to secure the area your men will automatically scour around and bring back anything of worth. This means all alien weapons, metals, artefacts, and yes, even dead bodies on which autopsies can be performed.

As you progress you are constantly researching new and improved weapons, craft and equipment using your own technology and that of the other races. While you are gathering this stuff you will also pick up vital information on the aliens and their terrifying plans, all of which we are assured ties up quite nicely into a nailbiting struggle for power that proves to be the climax of the game.

UFO is looking to be an absolute monster of a game. I can't profess to being a big fan of the original Laser Squad game as many people were, but this is only because I didn't really play it all that much. UFO is definitely going to be a different story entirely though. How do I know? Because I'm looking forward to it already, even at this stage.



▲ In this instance, much more work needs to be done if total alien domination is to be prevented.

your life has revolved around has spawned what is, in essence a sequel, and it has taken many of you completely unawares.

It is the actual surface combat section that will remain true to the original. Rumour has it that the programmers originally offered just this section as a follow up. MicroProse snapped it up, but decided that to tap the full potential of the product it had to be made attractive to a wider audience. This meant the addition of the strategy and planning sections to provide the more all round appeal, but thankfully the original sequences weren't compromised in any way.

For those unfamiliar with Laser Squad, very briefly you must guide your team of up to eight operatives around the crash site of the alien space craft. They must hunt down and

kill any surviving creatures before salvaging everything they can and returning to base.

Before all you arcade freaks get excited this is happily not done in an Alien Breed type way, and it actually requires some thought. There are a number of reasons why, one of which is the movement of each team member is restricted, with every thing you do used up so

called action points. This is not a new concept but I accept that many people may not have come across it before and it is for those people that I explain further.

Each character is allocated a set number of action points for each turn. This varies

PROJECT: UFO – Enemy Unknown

HOUSE: MicroProse 0454 326532

TEAM: Mythos

RELEASE: April '94

INSPECTED BY: Steve

DISCOVERY

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- G31...7-Tiles
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- G33-34...Star Trek 1 (2)
- G35-37...Star Trek 2 (3)
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- G40...Klondike
- G41...Car
- G43...Games Comp 2
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- G162...TomCat
- G163...Sue Lance
- G164...Dizzy Diamonds

SLIDES

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- S4...Madonna slides
- S5...Moviestar slides
- S6...Party Disaster
- S8...Immaculate Collection
- S9...Simpsons Slides
- S10-11...Channel 42 (2)
- S12...Bruce Lee Slides
- S14...Adams Family
- S15...Vig Mag Slides
- S17...Docklands Jarre
- S18...Dr Who Demo
- S20...Nasa Slides
- S22-24...WVFF Slides (3)
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- S28...Total Recall
- S29...Joe's Slides
- S30...Ham Pics Show 2
- S32...Neighbours Slides
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- S53...Robocop 2 Slides
- S54...Trackmaster Slides
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- S56...Garfield Slides
- S57...Pawnbroke Slides
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- S70...Muscle Mania
- S71...Creative Comforts
- S72...The Wonder Years
- S73...Watershed Down
- S75...Fennari 348 Pics
- S76...Belinda Carlisle
- S77...Cher Slides

ANIMS

- A1...Probe Sequence
- A2...Ghost Pool
- A3...Jogger + Magician 1
- A4...Gymnast Demo
- A5...Fractal Flight
- A6...Basketball Demo
- A8...Walker Demo
- A9...Magician 2
- A10...Pigs In Space
- A11...Luxor Teenager
- A13...Juggler Demo
- A16...Cool Cougar
- A17...Mono Cycle Anim
- A18...Robocop Anim
- A20...Machon On Wheels
- A21...Jugette 2
- A22...Shuttlecock Anim
- A23...T-Pot Anim
- A27...Fleet Manoeuvre
- A28...Billiard Anim
- A29...E/Prise Leaves Dock
- A30...Starwars 2 Anim
- A31...Star Trek Anim
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- A39...Mike Tyson anim
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- A43...Walker 3
- A45-46...Light Cycle (2)
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- A51...5 Ways To Kill a Mole
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- A67...Adventures Of Chuck
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- A74...Chocohusters + Horse
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- A79...Dark Anim
- A80...Bad Bird Anim
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- A85...Miners Anim
- A86...Pocket Watch Anim
- A90-93...The Movies 2 (4)
- A95...My TinToy
- A96...T-Pot 2 Anim
- A99...Terminator 3
- A100...Dolphin Dreams
- A101/102...Thunderbirds (2)
- A103...History Of Amy
- A104...Pogo Anim (2 Meg)

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CARD GAMES PACK

Imagine Home Entertainments Ltd. is a name which will probably mean little to most Amiga owners and that isn't really surprising. IHE is a company usually embroiled in the world of video film publishing and film and television production. But with the steadily growing emergence of film, video and gaming entertainment, the company felt that a move into entertainment software was appropriate. The programming talents of Teque (London) were thus required and IHE's first game, Club Football Manager, is soon to be born.

Keith Wadhams of Imagine is the father of this new footy management sim and has spent a good nine months designing the game: "I want Club Manager to be the most realistic football management simulation on the market. As far as I'm concerned, it's got everything that other games such as Premier Manager and Championship Manager have got plus a lot more besides. The graphics are better, the



depth of gameplay is great and there is more flexibility in the tactical sections. Realism also plays a major part, with your managerial career starting at the age of 35 and enforced retirement occurring 30 years later. This is an improvement on other games where you can just play for ever until the league has been won several times and boredom eventually sets in."

I'll certainly agree

"...wipe the floor with any other game of this genre"



The tactical sequence shows the positions your players will adopt during play.

with the claim about the graphics. Club Manager is the best presented footy management game I've seen. The attention to detail is so great that Teque took a camera down to West Ham's Upton Park and were allowed to photograph the pitch and the changing rooms so that a high level of realistic graphical detail could be achieved. Presumably

Sam Hamman's comments were scrubbed off the dressing room walls before the pictures were taken, or Club Manager may find itself incurring the wrath of the Video Standards Council!

As far as the rest of the game is concerned, I can't really comment. The version which I was shown was nowhere near a state of completion, but Keith is extremely confident: "All four English leagues will be included as well as the major domestic and

European cup competitions and up to four players will be able to play at once. All the players and rival managers will have their own unique personalities and temperaments and the program's Artificial Intelligence sections should wipe the floor with any other game of this genre."

Club Football Manager should eventually appear on all Amiga formats, including the CD32, and is due for release in late April/early May. As soon as we know more we'll be sure to let you be the first to know.

CLUB FOOTBALL MANAGER

A new type of footy management sim from a new publisher. Wow!

TOP GOALKEEPERS		
POS	PLAYER	TEAM
1	J. KAY	LECH POZNAN
2	B. EARNES	VELEZ MOSTAR
3	A. GRADY	LECH POZNAN
4	M. COLLYMORE	VFB STUTTGART
5	J. KAY	NORRKOPING
6	J. FORSTER	TRABZONSPOR
7	H. JONES	SPARTAK MOSCOW
8	S. LEVY	WACKER INNSBRUCK
9	J. JONES	MOENCHEN GLADBACH
10	A. FILIN	ROTTERDAM
11	J. BRITTON	WATFORD
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13	P. BLODDELEY	OKA RYU
14	D. PEEDE	UNI BRUNNEN
15	J. NORRIS	TRABZONSPOR
16	A. TURNER	PORTADOWN
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18	V. LAUDRUP	KAISERSLAVTERN
19	O. WRIGHT	PORTADOWN
20	H. FILIN	VFB STUTTGART

If your goalie's dropping a few clangers, there are plenty of others available.

Finances have an important part to play in the fortunes of your favourite club.



PROJECT: Club Football Manager

HOUSE: Imagine Home Entertainments 071 734 7372

TEAM: In House

RELEASE: TBA

INSPECTED BY: Neil



Eagle Software



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▼ Fly through the air with the greatest of ease as you guide your winged beast.

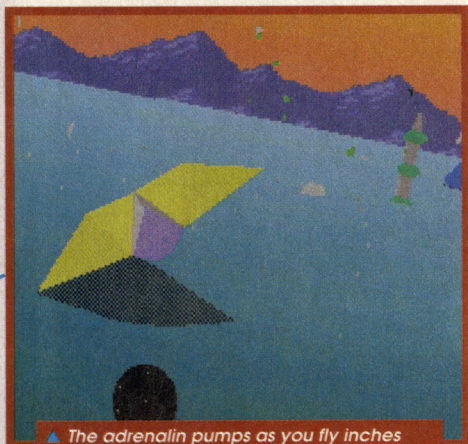


▲ An explosion occurs as the result of a bit of a collision with an enemy spaceship.

MISSION OBJECTIVE



THE ENEMY HAVE INSTALLED A COMMUNICATIONS RELAY BEACON WHICH MUST BE DESTROYED AT ALL COSTS!



▲ The adrenalin pumps as you fly inches above the ground at speeds which would make even fighter pilots envious.

Games programmed by New Zealanders tend to be very few and far between, and apart from one honourable exception that has come to my attention (will you just leave it alone you bland git, it's all you ever talk about - Team), the European games market is pretty well devoid of such coding delights. Mark Sibley is trying to break this trend however, and since his move from the land of the Kiwi to the er... less sheep infested habitat of Acid Software's European headquarters in Camden, London,

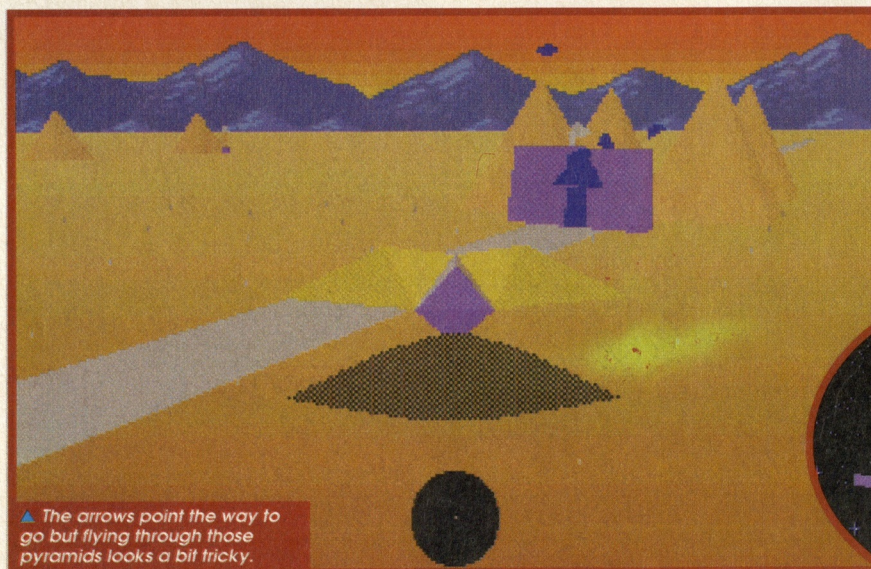
Mark has been working religiously at a project which he hopes will cause a great stir in the game's industry.

The game is Guardian, a 3D shoot 'em-up, and although it is far from finished, I can tell you that the version which I saw up and running looked very, very impressive.

Mark explained: "Several defender type games have been produced over the years, and although I liked the general idea, I wanted to come up with something different. Instead of the usual horizontally scrolling screen, I

First look at Acid Software's Defender style shoot'em-up with a difference.

GUARDIAN



▲ The arrows point the way to go but flying through those pyramids looks a bit tricky.

MISSION NOTES



THE CRASHSITES ARE SCATTERED WITHIN A MAZE OF ANCIENT RUINS. ROAD MARKINGS MAY PROVIDE CLUES TO THE LOCATION OF CRYSTALS.



thought it would be a really original idea to view the whole thing from a completely altered perspective."

"Different" is certainly the correct word to use in this situation, as the player's ship is viewed from behind as it flies around a 3D landscape of fields, towns, water and mountains. The graphics move amazingly smoothly despite all the objects on the screen, and it isn't going too far to suggest that you actually feel as though you are piloting the ship as it swoops and climbs through the scenery. Enemy ships appear almost constantly to try and shoot you from the skies, and it is a constant battle to avoid the buildings and tower blocks of the city which you are supposedly defending.

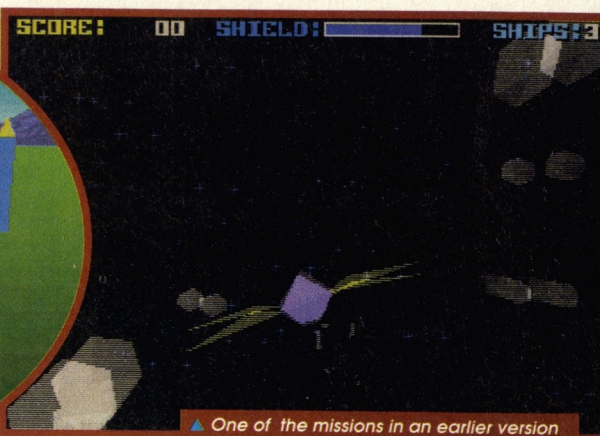
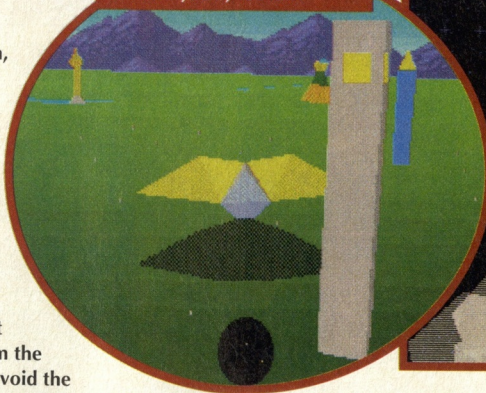
Mark: "I'm definitely pleased with the speed of the thing, and although there are quite a number of objects on the screen at the present, there's plenty of scope for a lot more things to be going on at any one time.

Eventually I'm hoping to include tanks on the ground as well as enemy ships in the air, but we'll have to see how the speed of the game is affected before any final decisions are actually made."

At the moment it looks as though Guardian is going to make its first appearance on the CD32, the main reason for this being the control pad. The directional pad plus the six buttons means that this format is ideal for control of the ship's thrusters, phasers and shields. Playability is always of prime importance when developing a new game and the control method via the CD32's pad is unbelievably simple and smooth.

Acid Software's European Managing

▼ The buildings of the city you are defending can cause a hazard if you fly too low.

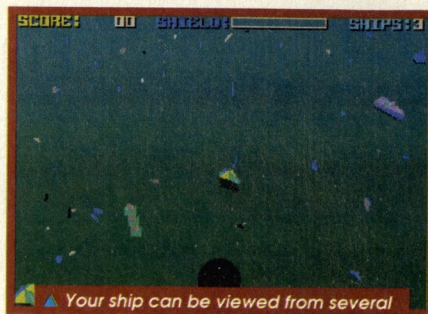


▲ One of the missions in an earlier version of Guardian included dodging asteroids..

Director and all-round lovesick Frenchman, Benoit Varasse, is very enthusiastic about the whole project: "What we wanted to do was bring the first action packed 3D shoot 'em-up to the CD. Frontier is regarded by virtually everybody as a great game, and to be fair it is, but at times there is not enough happening and it can become boring. We hope that Guardian will keep the player transfixed from start to finish, with as few lulls as possible in the gameplay."

Programmer Mark has been playing around with various ideas for a while, but only started to seriously develop the game in its current form around September last year.

"Originally the idea was to base the game around a number of missions which had to be



▲ Your ship can be viewed from several perspectives, even from above.

completed before the next mission could be attempted, but I decided that this didn't suit Guardian particularly well. I actually programmed a few missions in an earlier version of the game, but eventually decided to scrap this approach in favour of a more continuous gameplaying style. The actual content of the missions has not been discarded though. Everything that was programmed into these missions will appear in the finished version in some form or other."

Mark hopes that Guardian will eventually appear on the A1200, with a few of the joystick buttons' functions being replaced by either the keyboard or even the mouse buttons. A non AGA version is a little further off however, and may not appear due to the restrictions of the machine, but this isn't definite yet.

It's not very often I can get excited about a game when it isn't yet finished, but Guardian seems to have all the ingredients of a classic of its genre. The demo version which I played was so simple to control, even with all the button functions and the movement around the landscape was just about the smoothest I have seen.

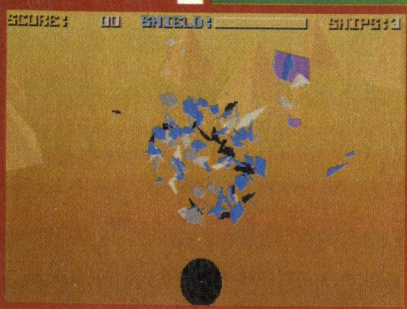
Acid may have found themselves another winner, and if the standard of programming in New Zealand is as good as this, I suggest that other software houses hotfoot it out there instantly to snap up all the talent.

"the first action packed 3D shoot'em-up on the CD."

DIAN

► The bitmapped backgrounds provide a realistic backdrop for your flying antics.

▼ Oh dear! Bit of a crash incident here. The ship's been spread over several counties.



PROJECT: Guardian

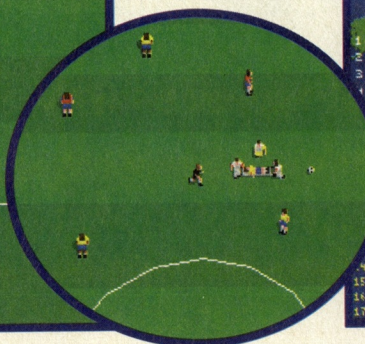
HOUSE: Acid Software 071 482 4066

TEAM: Mark Sibley

RELEASE: TBA

INSPECTED BY: Neil

SIERRA SOCCER WORLD CUP EDITION



Team Selection									
	Pos	St	Th	Ps	Hd	Sh			
1 GK Cordoba	100	120	100	100	100	100			
2 DF Herrera	120	120	120	120	120	120			
3 DF Perez	120	120	120	120	120	120			
4 DF Hernandez	120	120	120	120	120	120			
5 DF Perez	120	120	120	120	120	120			
6 MF Garcia	120	120	120	120	120	120			
7 MF Lozano	120	120	120	120	120	120			
8 MF Rincon	120	120	120	120	120	120			
9 MF Valderrama	120	120	120	120	120	120			
10 MF Molenciano	120	120	120	120	120	120			
11 MF Molenciano	120	120	120	120	120	120			
12 MF Molenciano	120	120	120	120	120	120			
13 MF Molenciano	120	120	120	120	120	120			
14 MF Molenciano	120	120	120	120	120	120			
15 MF Molenciano	120	120	120	120	120	120			
16 MF Molenciano	120	120	120	120	120	120			
17 MF Molenciano	120	120	120	120	120	120			
18 MF Molenciano	120	120	120	120	120	120			
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20 MF Molenciano	120	120	120	120	120	120			
21 MF Molenciano	120	120	120	120	120	120			
22 MF Molenciano	120	120	120	120	120	120			
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26 MF Molenciano	120	120	120	120	120	120			
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28 MF Molenciano	120	120	120	120	120	120			
29 MF Molenciano	120	120	120	120	120	120			
30 MF Molenciano	120	120	120	120	120	120			

Programmer Stephen Dunn is a Manchester United fan, so he's alright by me, mate. But it is a shame for him that Sierra didn't snap up the mighty reds licence before Krisalis. World Cup Edition is a game designed around, and to cash in on, the World Cup, and Stephen is aware that to enjoy any degree of success, his creation will have to match, if not go beyond, several excellent efforts already on sale.

"I did spend some time playing other football games, especially Sensible Soccer, he said. "On the whole though, I've tried to incorporate the features that are lacking from other games, and basically produce a game that I would personally like to play."

A lot of research was required in order to get the players' statistics and a lot more still needs to be done. All 24 World Cup teams are included, and given that the majority of the market will be in Britain, the option to play as England (and France) is included too. Sorry, Scots, Northern Irish and Welsh, but that's the way it goes.

"I have really tried to incorporate as much realism as possible, whilst obviously making it playable," said Stephen, before proudly

Substitutions and tactical switches can be made at any time during a match.



Another willing passenger jumps onto the speeding soccer bandwagon.

"Frankly, it looks excellent"

showing off the on-pitch interactive referee doling out a yellow card for my foul on some bloke from Ecuador.

The perspective is best

described as a cross between Sensible Soccer and Striker, and on the evidence presented so far it works an absolute treat.

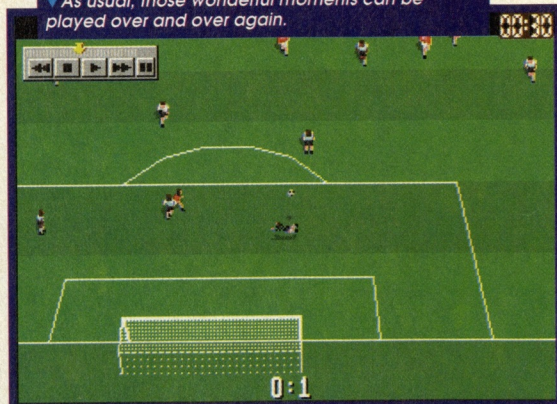
Kits are spot on too, right down to the various colours of trim, with most of the information for these – and the players statistics incidentally – coming mainly from conventional sources such as television and magazines.

Yet to be added is the option to completely customise your very own team, which will be left to near the end of programming to enable Stephen to take stock of his "space left on disk situation". One slight disappointment is that, unlike virtually every other game, there are unlikely to be different

pitches on which to play, with Stephen opting for a middle of the road affair.

Having seen and liked Manchester United only about a week before writing this, it would appear that Krisalis, and indeed Sensible Software, will have a fight on their hands to claim top spot in the World Cup ratings. Frankly, it looks excellent.

As usual, those wonderful moments can be played over and over again.



PROJECT: Sierra Soccer World Cup Edition

HOUSE: Sierra 0734 303322

TEAM: Stephen Dunn

RELEASE: April

INSPECTED BY: Paul

DIRECT SOFTWARE

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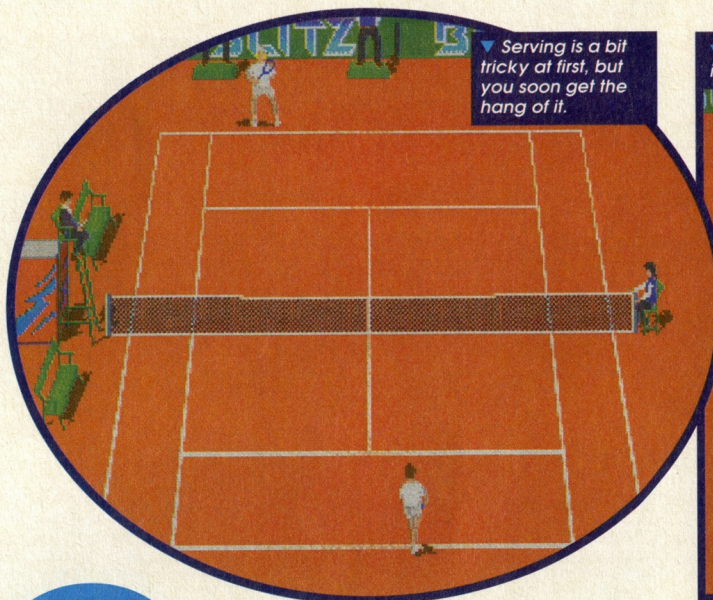
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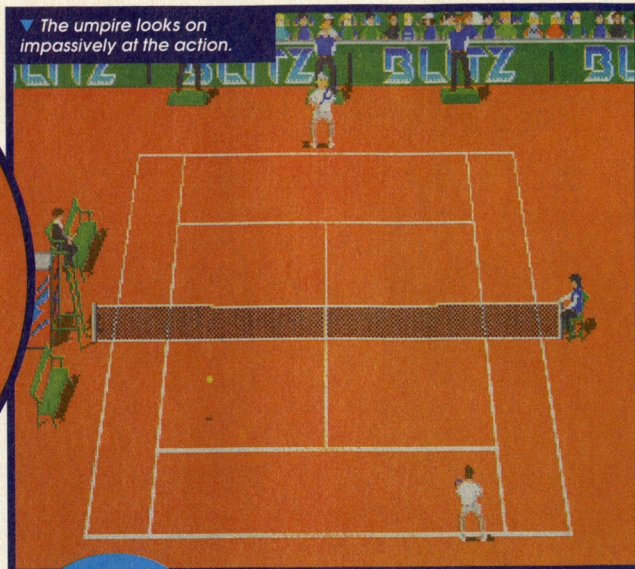
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AMIGA ACTION APR'94

62°



▼ Serving is a bit tricky at first, but you soon get the hang of it.



▼ The umpire looks on impassively at the action.

CENTER COURT

Temper tantrums and overpriced T-shirts are the order of the day on Center Court.

Before I go any further I feel that I should point out that we haven't made a spelling mistake in this headline. As with the Blue and the Gray (see elsewhere in this issue), the American spelling of a certain word has been used by the developers to encapsulate the mood of the game. To be honest, I don't really know if Center Court will appear under this title in the shops, but it'll do for now, just don't accuse us of making any embarrassing spelling mistakes.

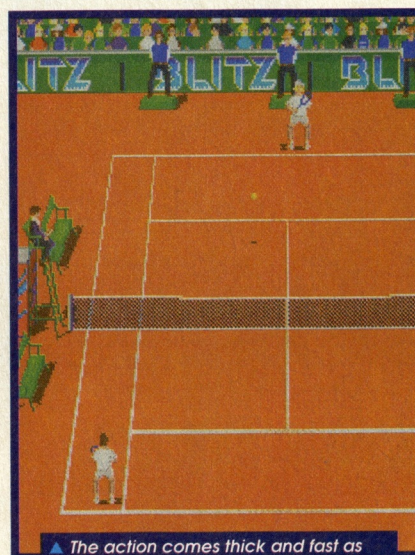
Acid Software made such a great impression with Skidmarks, that they are going to find it very difficult indeed

to maintain the standards they have already set for themselves. Center Court is more than likely going to be the next Acid release, and hopefully should hit the streets in completed form around the time of that once yearly fortnight of strawberries, cream and my mum hogging the telly all day and night.

International tennis has been dominated in recent years by a clutch of talented Germans; Steffi Graf, Boris Becker, Michael Stich and that bloke who took a knife to Monica Seles' spine. So it should come as no surprise to find that

Center Court has been programmed by a German Blitz Basic user currently residing in Austria.

The game itself reminds me of Zeppelin's International Tennis (a lunchtime favourite around the office) in terms of looks, but the gameplay is much more advanced and realistic, and the sound samples are even better (especially the crowd roars). All your favourite shots have been included - lobs, drop shots,

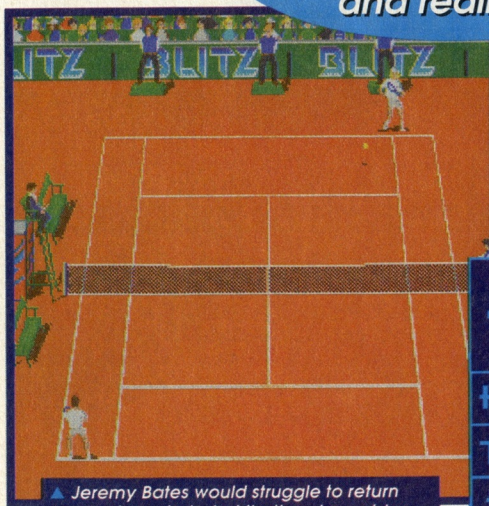


▲ The action comes thick and fast as you attempt a blistering forehand return.

forehands down the line and backhand passes. There are even occasions when your athletic player stumbles and falls to his knees on the slippery surface as you dive headlong across the court in vain hope of at least returning your opponent's expertly executed volleys.

At the moment, one-player singles games are the only contests which can take place, but once the final touches have been made, there are high hopes that a top doubles option will be included in the finished product. I for one will be hoping that this is the case.

"gameplay is much more advanced and realistic"



▲ Jeremy Bates would struggle to return some of my shots, but that's not surprising.

PROJECT: Center Court

HOUSE: Acid Software 071 482 4066

TEAM: In House

RELEASE: TBA

INSPECTED BY: Neil

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behind the scenes



Packaging in the warehouse. The final process before you see those infamous games on the shelf.

PSYGNOSIS

Lurking in the depths of the docks lies Psygnosis, famed for producing the most Amiga games last year... and they look set to follow the same pattern this year. We set out to unearth their top secrets.

BY: **RACHEL ASHWORTH**

It's first impressions that count and I was certainly impressed when I walked into Psygnosis's office.

Set back from the docks the trendy-looking building could just have easily been situated on Canary Wharf in London.

All together over 200 people work for Psygnosis with 140 of them based at the main office in Liverpool, which is where I ended up going to. The rest of the Psygnosites are based in London, Gloucester and Chester, as well as a few in France, Germany and the USA. Without a doubt it is certainly an international company.

Back to the Liverpool base. I was taken up two flights, along a corridor with secretive locked doors and finally into the main publishing department. With about 30 people working within that room it was certainly buzzing.

Having been introduced to Dave Crawford, the sales director and drinking my first of many cups of coffee, we got down to business. I was behind the

scenes and I wanted to find out as much as possible.

Setting the ball rolling I started to ask about the birth of Psygnosis. The name in itself stands out as being unique and not only does it sound different but it has its own individual meaning/company logo. Withstanding the backdated questions pretty well, Dave took me through what he remembered to be the brainstorming session of many an eon ago.

Psygnosis is the combination of a Greek word and an old Latin word which put together mean 'expansion of the mind'. "Well it's something different isn't it," said Dave. It's that and it's an interesting reflection of the Psygnosis philosophy of pushing back the boundaries and living on the edge. "Well that's what sells products isn't it?" he stated.

"The visual image on the other hand was a different story. After long chats with popstar Roger Dean (who's he?!), an image was eventually produced which has stuck to this day. It is different from anything else out on the market although we are softening the edges as time goes on."

So now that the background has been covered let's get on. OK, so you buy the game and you enjoy playing it, but have you ever wondered where the original idea came from? Put on the hot spot Dave took me on the journey of an original concept.

"Basically the ideas for games comes from outside enthusiasts or in-house. Traditionally it was the outside enthusiasts that came knocking on doors selling their wares who provided the ideas for games, or in some cases the finished game. There are potential problems if a company takes on a finished game though, which Psygnosis have discovered for themselves. They used to buy a great deal from outsiders but gradually discovered that there was no scope for adaptation to the Psygnosis style." And as Dave so eloquently put it: "You can tart a game up but you can't get rid of its faults."

Having said that it doesn't mean that they

released games that weren't up to standard. No matter how close to release date, a game can be stopped from release if there is any danger that it hasn't quite made the mark and Psygnosis won't release a nearly finished game to the public. A prime example of this is the forthcoming release of 'Dracula'. Having obtained the licence Psygnosis realised that the name itself wouldn't carry the game and the content needed to be up to scratch as well. Hence they decided to put the release date back and revamp (!) it until they were confident it was up to the Psygnosis' quality.

On the other hand there was Lemmings. Dave describes its birth as somebody poking about on a computer, looking for ideas. After a good deal of poking the brainwave of a mass assassination came up...?! A bit more probing encouraged the challenge of creating the smallest sprite possible. So there was the concept of mass assassinating tiny sprites. But why were they all being killed, continued the thought process. Well Lemmings have a knack for suicide... the name stuck and it seemed such a shame not to save the cute characters. The rest is history as they say. That's as far as the game goes. It had to be sold to the public though.

It's a case of inter-departmental interaction, it's vital that the development team remain in close contact with the publishing team. As the game progresses the publishing team get to see almost every step of the way so that they can judge when the right time is to get the public's appetite whetted.

Starting from three months to the completion deadline, a preview of perhaps one or two levels is sent out to magazines like ourselves who write a pre-production preview. The next step is to get advertising the product which lies on the shoulders of Dave and his team. "I like to think that we got Lemmings right," he told me "It's a tricky one when you're designing the advertising. It's the question of do the public want to see an exact replica of the game's characters or an image. We found in the case of Lemmings that our interpretation of how a Lemming would look was very successful. The characters are that small that it's good to have a visual picture of how they would appear close up. Then I had the idea of a Lemming floating down on an umbrella which represents their death wish, but also the fact that as a player you can save them."

By this time the product is usually nearly ready

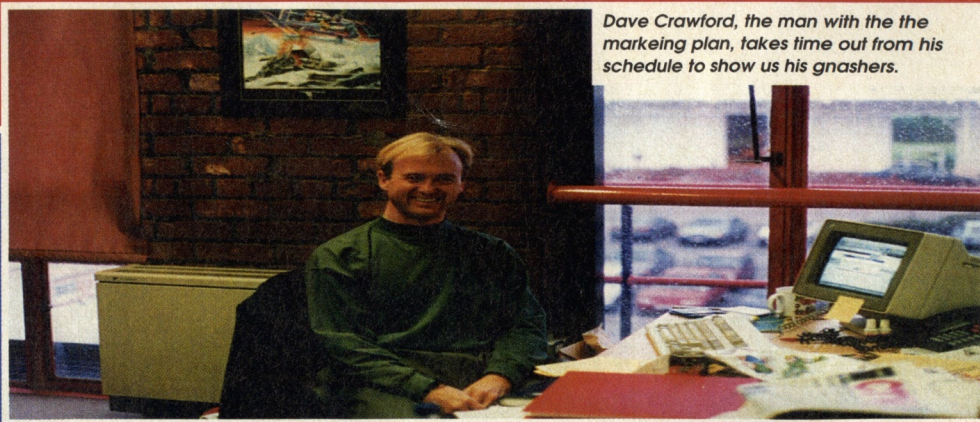
Top secret! A sneak preview inside the room that closets embryo games that are so far unheard of.



The phone is never down for marketing assistant, Sue Campbell. She's finding out what you want!!



Dave Crawford, the man with the the marketing plan, takes time out from his schedule to show us his gnashers.



for release and the marketing has hopefully reached its goal too. Although as Dave says: "It's a loose industry where people do understand if a product has been delayed for any reason."

Every stage of the development of a game is also physically close together. To illustrate the process Dave walked me around the cycle of production. After the initial brainstorm that had been accepted at the first stage, the idea is developed or if it is from outside it goes into the games tester's room.

It is constantly under surveillance during testing. The producer oversees the game as it develops, ready to clamp down at any time if the theme, graphics, or sound stray from the original intention. Should he see any problem or possible problem he can stop the whole process until the problem is ironed out.

For any game to develop, the storyboard is the first step to sort out. It takes on average of nine months for the storyline to develop to its full potential. During this time the framework and peripherals of the game are also thoroughly developed. Once this stage is finished the graphic artist steps in, who draws the characters in minute detail. It's then time for the programmer who animates the characters within the settings. Finally it

'Beating the rest is the art of continually pushing the boundary as far as you can' - it struck me that this company does not stand still for a moment.

I was whole heartedly informed that it's a case of understanding the market. Having been at the firing line of most of the marketing and sales research Dave has not only seen the answers but also most of the questions that have cropped up from initial inquiries. One of the biggest issues is whether to launch big titles that will cost in the region of £60 or three games for the same price.

This has raised the issue of what exactly do the public want. For years software houses have been releasing games assuming they have the market

All important is the producer who keeps check on a game's progress from birth to finished product.



A vital stage in the process... game testing. Any bugs here and they'll be sorted out.

lies with the producer to check that every angle has been completed up to scratch before release.

At the moment there are 20 Amiga games in development. All of them are due out this year which indicates that Psygnosis certainly intend to remain the market leader in terms of the amount of games released. At the same time there are also six CD32 games under development which are due out shortly. As Dave reminded me of their policy -

clinched. It appears that Psygnosis are the first to want to take the step to find out what their market are demanding.

The issue extends when it comes to budget games. Psygnosis have only once succumbed to the pressure to release their games at a cheaper price; and that was because they had a large backlog like Leander, Agony and Walker which was simply sitting in a cupboard. They continued their budget

label until the stock was substantially depleted and they caught up with the recent releases. But as they watch other companies joining the bandwagon releasing their older games, Psygnosis are wondering whether they should follow the trend or hold out?

It all boils down to what the public want as Dave kept stressing to me. The issue is do they want to pay big money for big games or do they prefer the choice of paying a budget price for a budget game. Only marketing will tell, but as Dave stressed: "When you're this far in the business you're almost scared to ask what the public want in case you're getting it wrong." Well I don't think there are any worries about that Dave, but it certainly is a valid point. And it's true to say that few companies have ventured out into the public arena to ask them what they want to see and what they expect from a game nowadays. "Well," Dave adds tentatively, "it's time someone did and Psygnosis are placing themselves on the firing line." So readers, this is your perfect opportunity.

Question time

Psygnosis are very keen to know your opinions on their games released so far. What would you like to see in the future? Do you want to pay big money for big games of great quality or are you just as happy with the budget games at a mid-budget price of £14.99?

What is your thrill in playing a game? Is it getting to the end, or is it the process in the meantime? And finally do you, as the user, really want freebies attached to games?

So get your answers down on a postcard now and we will send all of them on to Psygnosis for you. Remember it's not often a top software house asks the users what it is they want.



Keeping a tab on all the enquiries is no mean feat but Psygnosis' administration team do a fine job.

GOBLINS 3

GIVING THE GA

Seldom has there been a more annoying-to-play series than the Gobli(ii)ns, and it isn't made any easier when you are up a gum tree without a paddle. Here we deliver the second part of the guide which we started last month.

Carrying on where we left off...

INN

OBJECTIVE:
To obtain the paprika and find the captain's lost note with the dragon's help

Take the spoon from the ground and put it on the stone located by the door. Go through the crack in the wall and take a sugar cube from the table. Return through the mug and put Chump on the handle of the spoon. Put the sugar cube on the spoon and Chump will be thrown onto the shelf. Pick up the sugar cube again and place Blount close to the Captain's arm. Use Chump on the paprika which makes him sneezing. Then place the meat under the cloud of paprika that is falling, which makes it spicy.

Back in the countryside put the coin in the den's ear hole to block the dragon drinking from the river and put the pitchfork in the nostril of the dragon's den. Put the spiced meat on the pitch fork which the dragon eats. Then he goes to the basin to get a drink and gets his memory back. From this moment onwards the dragon is Blount's trusty follower. Make sure to retrieve the coin from the skull's ear.

Time to return to the inn to talk to the captain. Go and see the customer that is in the back and put Chump on the customer's hand. Give the sugar cube to the customer thus throwing Chump into the air where he grabs a red leash. Use the plunger on Othello's cage and attach the leash to the plunger. Click on the leash to climb up to Othello. Give Othello the coin and he will give



you the key in exchange.

Use the key on the small door below the cage. Put the dragon on the open doorway and he will bring you back the lost note. Take the key back out of the door and trade it with Othello for the coin. Give the note to the captain and pick up the note that he throws at you. Finally give the stone to Korin and look at the handle of her sword.

FORT

OBJECTIVE:
To blow up the six sections of Fourbalus Tower

Wynnona is being moved around now. She is at the top of a tower fighting with Fourbalus. It's time to make the dynamite sticks.

Take some gun powder from the powder keg and take the fuses from the orange animal. Pick up the stick beneath the monk and hit the flint behind him. Ooya appears from within the monk and then speaks to Wynnona. Pick up the piece of flint from the ground and use it to break the inca's flute. The tube can't be picked up but they are automatically put in place.

Put in the powder, then a fuse and use

the flint on the stone. Choose the location for the explosion (the beam and brick), and use the flint on the sticky bark below Fourbalus. Use the stick on the conqueror's helmet and collect the glue in the helmet. Before lighting the dynamite put glue on it. To blow up the wall and the door put Bird lime on the dynamite sticks.

Talk to Inca who asks for another flute. Use the flint on a small tub to make a panpipe and give it to Inca. The Inca starts playing and a condor will appear. Use Ooya on the condor who will in turn recover his bag of magic spells sitting next to Fourbalus. To blow up the last two barriers you'll need to use big dynamite sticks.

Blow up the rock with a little piece of dynamite and then put Ooya on the bamboo to make it grow hence producing dynamite sticks. When you run out of fuses, use Ooya on the conqueror's to make hair grow from the skull. Use the large dynamite sticks to blow up the small basement window and the grate using the glue. You'll find that Wynnona gets closer to Fourbalus who transforms her in to a butterfly. After Blount returns to the hostel he can return to town.





tears. Pour water in the bowl and add soap to the bowl of water. Turn on the fan by using the coin and if you put the key in the soapy water the bubble will go straight to the mixer. Put all three of the ingredients in the mixer and then turn the mixer on. Pour the concoction into a bottle.

CLOUDS

OBJECTIVE:
Blount must bring Ooya back on the continent and set free Bizoo who is stuck on the ice

Pick up the knife and use the club on the fishing thread to make a fishing pole. Use the fishing pole to pull the cloud over the giant and go to see Ooya. Colossus needs to take the telescope with the fishing rod. Back into the clouds push on the meteorologists air pump and when the balloon is within reach, use Ooya to grab it.

GROCERY STORE

OBJECTIVE:
To recover the egg of Boa-Boa, the soap and the spaghetti noodles

Give the coin to the shopkeeper and give him the message from the captain. Get the egg and the key from the foreground shelf and use the key on the moonstone lamp. You'll witness Blount's transformation into a werewolf at this point. Pick up the cupboard and throw it, then climb onto the cornice and jump onto the cupboard. Your next jump is from the spring up to the shelf on the right. Use the hammer on the gidouille's horn and then after picking it up use the hammer on the cabinet.

Grab the bird call and then use the hammer on the shopkeeper to recover the coin. Take the spaghetti from behind the shopkeeper and return to town where you ring the doorbell at the far left of the screen. Talk to the wizard until a door is created which gains you access to the lab.

LABORATORY

OBJECTIVE:
To hatch the egg of the Boa-Boa

Mix the croisixir to obtain Fulbert and the vitixir to move around town. Note that the right hand moves the utensils and the left

grabs the objects. There is no inventory and the objects have an exact spot on the screen. The old book contains three recipes: the croisixir, the vitixir and the memorum. The page containing the recipe of the ailixir has been ripped.

Put the egg on the hot water bottle which will cause it to hatch. To mix the croisixir use the crushed egg shell and burned horn of a gidouille as well as cooked spaghetti.

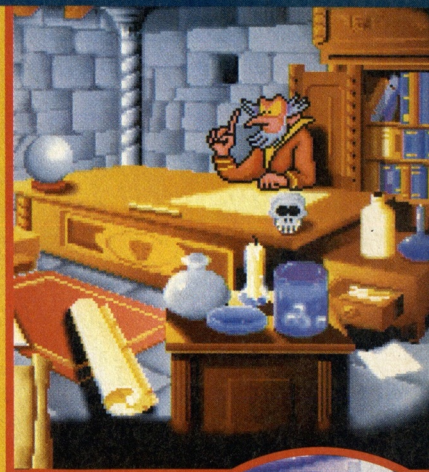
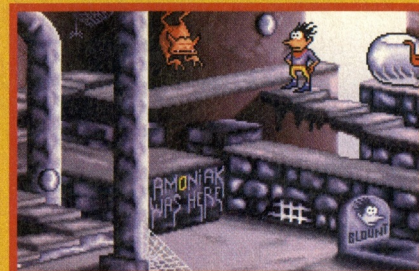
Crush the eggshell in the pestle with the pounder and burn the horn of the gidouille in the ashtray using the lighter. Turn on the faucet and fill up the bowl beneath the spigot as well as pouring water into the kettle. Now put the spaghetti into the kettle and use the lighter to light it. Remove the cooked spaghetti and put the three ingredients in the mixer. Turn it on. Use the growth elixir on baby Fulbert, the boa-boa.

TOWN

OBJECTIVE:
To recover the love letter, a sole, some Floriane and the feather of a Boucassier in love

Pour the croisixir on the plant next to the nanny to make it grow. To reach the sole, click on the lever to the far right of the screen and position Blount on the cannonball. Activate the lever with Fulbert and make him climb the plant that was grown with croisixir. To cross the gap between the rooves position Fulbert across the gap and walk him to the other side. Pick up the sole laying on the roof and bring Blount and Fulbert back down by the fireplace chimney. Use the croisixir to grow the bud at the foot of the young woman. Make Fulbert climb the stem and the young woman will drop the love letter. Pick up the love letter and put it in front of a mirror, and as if by magic(!) you'll see the recipe of the ailixir. Make Fulbert climb the stem again.

Well you're probably sick of the sight of Goblins and want the first half of this excellent guide? To order last month's issue of Amiga Action turn to page 96.



3 S N L I N S G O B L I N S G O B L I N S

TOWN

OBJECTIVE:
To mix a concoction that allows Blount to fly to the island of Foliandre as there are no ships

Put the umbrella in the hole in the nanny's roof and go and see the nanny who'll give you a hot water bottle. Put it on the egg of the boucassier and enter the grocery store. The floriane flower will fall which you have to pick up before it goes in the gutter.

Pick up the night stand while Fulbert recovers the soap and together with Fulbert push the button on the shelf which is in the foreground to the left. At this point the bone of crocomouth comes down and the monster of the hatch makes it disappear. Jump in the hatchtrap with the hammer and recover the bone of crocomouth.

Moving onto the laboratory, mix the ailixir: laughing tears and soap and ashes of a boucassier feather. There is a method to this madness that you need to follow. Distill the memorium in the still to obtain laughing

Sometimes things just don't go right. You're up and down blind alleys like a person with no eyes in a cul-de-sac. Never fear though – help is at hand thanks to some of our very good chums.

After reading Calypso's note, open the drawer in the middle of the room and pick up the scissors. Next pick up the magnet off the fridge. Leave the cottage and walk east to the blacksmith's house. Pick up the rope from next to the barrel and pick the clapper up from the table by the blacksmith's head.

Go east and you will come across a "Dodgy Geezer" – don't talk to him just yet. Head left to the cottage and pick up the ladder. Go into the cottage and at the top of the stairs you will find a specimen jar. Pick it up. By the door is a cold remedy which you must also pick up. Leave the cottage and make your way to talk to the dodgy geezer. When he has finished showing you all of his items exit east twice.

Enter the Drunken Druid and pick up the matches off the fruit machine. Use scissors on the dwarf and enter the room to the east.



1 Well actually... I think I've got the wrong house.
2 It don't half pong in here.
3 Are you some sort of Bogieperson?



Talk to the wizards until they agree to make you into a wizard, make sure you get the staff off them.

Exit the Drunken Druid, exit west twice, south, east, and attempt to walk past the tree stump, whose woodworm will speak to you. Try to walk past again and they will speak again. Talk to woodworm until they send you to get them some mahogany, then exit south, then west.

Use handle on well, pick up the bucket of water and exit east four times. Talk to the troll until he asks you to get him a goat (may take a while), then exit west four times, then east. Talk to the barbarian and



pull the thorn from his foot, for which he will give you a whistle.

Go north then east. Talk to the wise owl and pick up his feather when it falls. Go east twice then north-east. Talk to the hole and exit east then north. Pick up the shopping list, go east, then pick up the rock and look at it. Go east twice and talk to the woodcutter until he gives you his metal detector.

Use the map to take you to the centre of the forest, go north-east and enter the cave. Exit east and open the swampling's door. The swampling will talk you into eating his swamp stew. When finished, ask for another helping (eat it) and then another helping (put it in the specimen jar). The swampling will by now have run out of stew and will leave to get some more ingredients.

Exit Swampling's house, go east three times and use the metal detector, which will find Milrith. Exit east and you will see a giant. Go back to the troll and talk to him. He will take your whistle and blow it, bringing the barbarian, who will kick the bejesus out of the troll and throw him in the stream. Pick up the placard, exit east three times and talk to the Oaf.

Simon will then pour water on the beans and exit to the east. Return to this scene and pick up the beans, exit east then south-east.

Use the clapper on the bell, then use the bell. Climb the hair (!) and talk to the princess until you have to kiss her. Have a bit of a lip smaker with her and she will turn into a pig. Pick up the pig, climb back down the hair and



Calypso's note

Walk to Look at Open Move
Pick up Close Use
Remove Hear Give



leave the cave and exit north-east. Pick up the rock and return to the village blacksmith. Put the rock on the anvil and the smithy will break it to reveal a fossil.

Return to the man in the hole and use the fossil with the hole. Tell him you found it where you left your metal detector and return to that point. Looking at the dirt you will find milrith ore - pick it up. Go back and give it to the blacksmith, who will make an axehead with it. Return to the woodcutter and give the axehead to him, whereby he will saunter off to cut down trees (wouldn't be much of a woodcutter otherwise, see). Enter the woodcutter's house and pick up the climbing pin, then use the fire extinguisher on the fireplace and move the hook. Take the mahogany from the secret room and return to the woodworm. Talk to the woodworm

and they will jump onto the mahogany.

Now return to the pig's house and climb the hair. Use the woodworm on the floorboards and you will drop through them. Pick up the door wedge and open the door. Use ladder in the hole and climb down. Open the tomb and you will be chased away by a mummy. Return to the tomb, open it again and pick up the loose bandages, then pick up the staff.

Go to the centre of the forest, wear the dwarf's head and enter the dwarf's mine. Attempt to go south-west, and when stopped by the guard, offer him a bribe of beer. He will then take you south-east. Use feather on sleeping dwarf and pick up the key. Exit up the stairs then go south-west. Pick up the hook, use the key in the door and enter. Offer the guard the beer voucher, then return to the dragon cave and use the hook on the boulder outside the cave entrance and climb

return to the village. Open shop door, give shopping list to shopkeeper and exit the shop.

Return to the cottage at the beginning and go around the back. Use the beans on the compost and take the watermelon. Now go back to the cottage where you took the cold remedy from and exit west. Use pig with chocolate truffle door and enter cottage. Pick up the smoke box and the hat and go outside. Use the smoke box on the beehive and pick up the wax.

Go back to the Drunken Druid and talk to the barman. Order a drink, and when he bends down, use the wax with the barrel. He'll think it's empty and take it outside, then he will give you a beer voucher.

Exit the bar and pick up the barrel. Go to the troll bridge and exit north-west. Use melon in sousaphone and it will be yours. Return to the giant and use the sousaphone - he will knock over the tree. Go east twice and enter the dragon cave. Use cold remedy with dragon and take the fire extinguisher,



Walk to

Walk to Look at Open Move
Consume Pick up Close Use
Talk to Remove Hear Give



THE SORCERER

SIMON



it. Now use the rope with the magnet, then use the rope and magnet with the hole until you can't get any more gold. (You should have 24 pieces by this stage). Now return to the village shop and buy the hammer and the white spirit.

Return to the swampling's house and move the crate, open the trapdoor and enter. Use hammer on the loose plank, walk east and pick up the frogsbane from Skull Island. Return to the dragon cave, go north-east, then east until you come across a tree with a pink splodge on it. Look at the splodge and he will talk to you. Use the white spirit on the pink splodge, and he will now tell you some magic words.

Return to the village and give the dodgy geezer the gem. Then return to the bar and when you meet the wizards give them the staff and money, for which you will receive a wizard's starter pack.

Go to the witch's house and enter. Try to take the broom and she will appear and challenge you to a wizard's duel. You can't have one until you have a spellbook. Go past the dragon's cave to the location of the climbing pins and use them in the hole. When you try to climb up the snowman will not let you past. Go to the crossroads,

then north-east, and climb down the vines and talk to Golum who will take the swamp stew. Fish around until you find an invisibility ring, then return to the village shop and open the box. You will be taken to the castle where you found the shopping list.

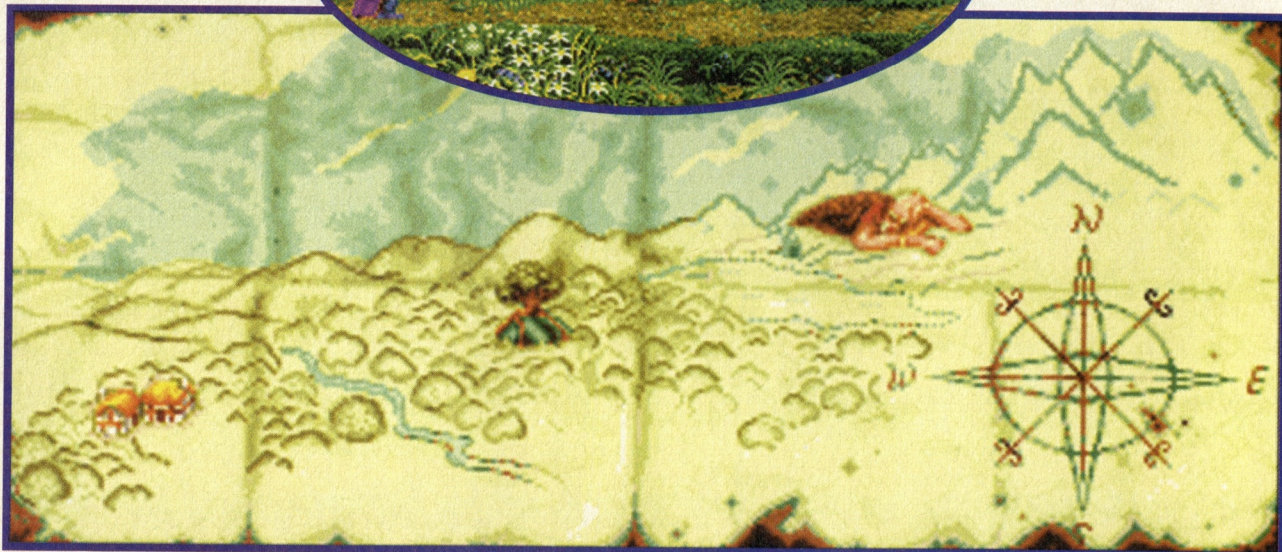
Once at the castle, open the box you are in and look at the boxes to find the spellbook. Look at the spellbook to find a piece of paper and use the paper with the door. Pick up the ratbone and use it on the lock, then pick up the paper with the key and use it to get out.

Pick up the bucket and go downstairs, then pick up the flaming brand and mints. Talk to the druid, then remove the ring and talk to him again. When he asks you about the escape plan ask if he has any bright ideas, then use the bucket on his head, followed by

using the flaming brand on him, upon which he will turn into a frog.

Hide in the iron maiden, then open the iron maiden, take the hacksaw from the frog and use it in the bars. Return to the house from where you got the cold remedy, and once inside, the druid will give you a portion in exchange for the frogsbane. Now return to the witch's house to take up the challenge of the wizard's duel. Use any of the magic words (apart from abracadabra) to defeat her, and if you are not successful, try again until you are. On defeating the witch, she will transform into a dragon, and now is the time to say abracadabra, which will change you into a mouse and allow you to escape through the mouse hole.

Now go to the snowman, and consume the mints to melt him, then continue east to the





tower of doom. The bridge will collapse when you reach it, so use the broom to get across. Consume the potion to get through a crack in the door. Take some hair off the dog, who will deposit you at the far door. Look at the bucket and pick up matchstick, leaf and stone. Exit west, then pick up lily leaf. Use matchstick with lily leaf, then leaf with matchstick. Sail to the seeds and pick them up, then use the stone with the seeds to make some oil.

Sail to the shore, use oil on the tap, use hair on the tap. Sail to the centre of the puddle. When you get to the other side, look in the water and pick up the tadpole. Tell the frog to move, or the tadpole gets it! Now pick up and consume the mushroom and you will return to normal size.

Pick up the branch, open the door and enter, now use the branch on the chest. Pick up the spear and shield, go down the stairs and pick up the chest, move the lever and place the chest on the block, move the lever



twice and pick up the candles. Use the spear with the skull and pick up the skull. Go upstairs twice (like, two flights of stairs, yeah?) and pick up the sock, pouch, book and magic wand. Use the sock with the pouch, then the pouch with the mouse hole, look at the mirror then look at the book.

Go upstairs again and pick up the chemicals and the book. Look at the book and talk to the demons until they agree to tell you how to work the transporter for sending you back. Use chemicals with shield, use shield with hook. Go downstairs, talk to the mirror and get him to show you upstairs.

Go upstairs and talk to the demons, and

they will give you the chalk to draw the magic square and tell you how to work the teleporter. Walk to the teleporter and tell it you want to go to the fiery pits of Randor. When there, pick up the sapling and pebble and talk to the attendant who will give you a brochure. Look at the brochure and you'll find an elastic band which you must use with the sapling to make a catapult. Use the catapult on the bell, then pick up the matches off the counter and exit east.

Pick up the floor wax and exit east, use the wand on sordid, then use the matches on pits and throw the wand into the lava.

Sordid will come back to life and eventually send you to the bottom of the pit. Climb from the pit, go back into the room and, TA-DA!, use the floor wax on Sordid. That's it. Thanks to Craig Cope, Paul Curtin, and two people who left off their names and addresses and missed the chance of a game.

What are your feelings on GTGAs? Space has necessitated splitting a couple of them into two parts just recently. Now is this good, or would you prefer the full montague? We're here to cater for you, so tell us what you think and we'll do the rest. Nice one then mates...



THE SORCERER

GIVING THE GA

After you've finished marvelling at the state of the art graphics you may just realise that the game itself is actually quite tricky. Steve, the policeman's friend, takes you through your first shift as a Lytton officer.

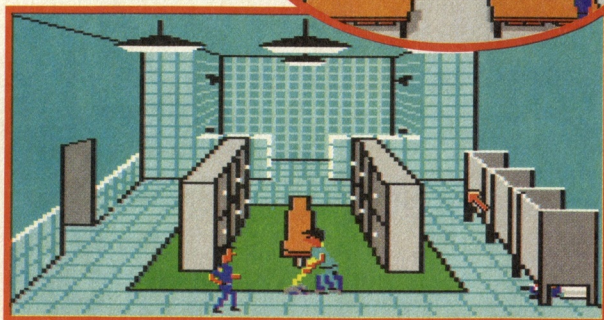
You begin the game standing in the main area of the police station. The first thing you should do is head off into the locker room. In here you must open your locker, get everything and change your clothes. It is entirely up to you whether you have a shower or not, but it isn't essential. Close the locker and head out to the briefing room.

Stand at your position, which is at the front left desk and wait for the briefing to begin. To pass the time you can read the paper, if you wish. Listen to the briefing and when it is over make your way to the pigeon holes on the left side of the room. Look into your pigeon hole and get the message. Leave the briefing room and get a radio extender off the table and a car key off the board.

Walk out of the station and walk around your patrol car, ensuring that you touch each of the four wheels before opening the door. If you have performed the walk around security check correctly a message will appear informing you so.

Open the door, get in and start the car. All you can do now is wait. Drive around getting used to the controls until you get a call reporting an accident and fly there at top speed, sirens blazing. When you see the incident pull over and stop the car. Use the radio, open the door and get out.

Walk over to the crashed car and examine the car. Try and give first aid to the driver then talk to the crowd. When the man has finished telling you what he saw, use the radio and then talk to the crowd again. Use the radio again and by this time the other officers should have arrived. Talk to them before getting into your patrol car and drive off.



Once again it's time to just drive around aimlessly until you get a call to go for a break at Carol's Caffeine Castle. Drive to Carol's and go into the shop. Sit down and talk to Steve.

Soon the phone will ring and you will receive a message. When you have got the message, leave the coffee emporium and hit the streets. Now you should drive around until you see a car jump the lights. Chase and stop the offending vehicle and get out of your own car.

Walk to the other vehicle and look at the driver. Ask to see the woman's licence and whatever she offers you, you must refuse to give in, and should at all costs write her a ticket. Return her licence and give her a ticket then walk back to your car, get in and drive off.

The next call you get should mean a return to Carol's Caffeine Castle to answer a complaint from the main woman herself. Drive to Carol's and enter the establishment. Talking to Carol will inform you of her displeasure with a group of bikers who are hogging the parking spaces outside her shop. Pop next door, making sure to stop at your car and collect your trusty PR-24 nightstick for your own protection. Go into Wino Willys and approach the bikers. When things start to turn nasty use your nightstick on the bikers and the situation should be diffused.

After a brief conversation with the local "call-girl", Sweet Cheeks Marie it's time to once again head back to your patrol car.

Drive around for a while and the next incident you should see is a car being driven



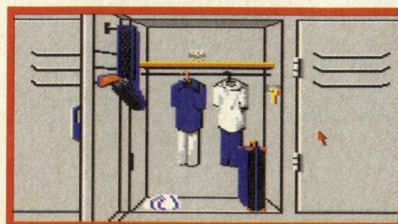
erratically. Pursue the car until the intoxicated driver pulls over. Stop the car and use the radio before getting out. Walk up to the offending vehicle and look at the driver. Talk to him and ask to see his licence. Ask the driver to get out of his vehicle and perform the Field Sobriety test. Read Mr. Serabian his rights and handcuff the man. He will beg to be cuffed in front, but if you want to complete the game you would be well advised to refuse. Open the back door and say get in. Close the door and get in the car and drive off.

Whilst en route use the radio to inform dispatch of what you are up to. When you get to the jail stop the car, get out and open the back door. Before entering the jail make sure to close both the doors or your car will not be there when you get back. Tell Art to get out and follow him up the steps.

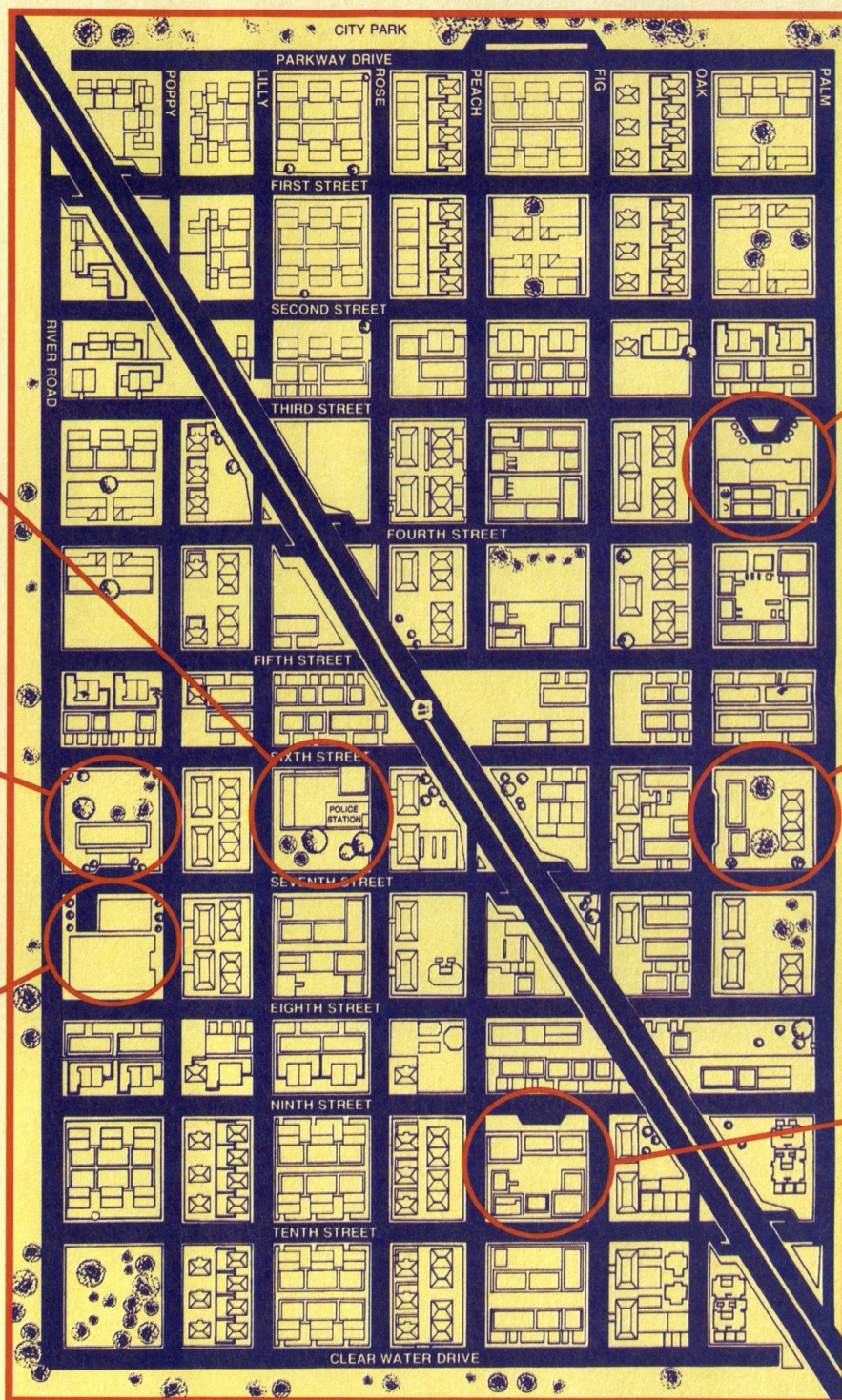
Open one of the lockers, put your gun inside the locker and close the locker. Press the bell and the jailer will allow you access to

the building. Enter the jail and talk to the jailer. Say book him, when you are asked what for, say DUI. Remove the cuffs and lead him to the cell.

Laura will come in now, talk to her, talk to the jailer and leave the jail. Open the locker and



The lovely city of Lytton



THE POLICE STATION:

This is where it all happens. The headquarters of the Lytton city police department, and home to those brave men and women who risk their lives upholding the law.

COURTHOUSE:

As an officer of the law, you really should be making frequent visits here to 'bang up' one of the many villains who prowl the streets.

THE JAIL:

The jail is another location you should visit on a regular basis. Always remember to place your gun in one of the lockers outside before entering though, or you could make a mess on the nice, clean floor.

THE HOTEL DELPHORIA:

To be honest, this location doesn't actually come into play in this part of the solution, but is worthy of a mention to save you the hassle of wondering what it is for at this stage.

CAROL'S CAFFEINE CASTLE:

Every Lytton officer worth his salt knows this place. Carol's is where you can find many a colleague on a break, living up to the stereotype about american police and so called 'donuts'.

THE BLUE ROOM:

This working mens club is the destination for most at the end of their shift, with the promise of drink, laughter and stimulating conversation being just too much for most to resist.

POLICE QUEST

take your gun. Get in your car and return to the police station. Get out of your car and enter the station. Write a memo and put it in the tray. Walk to the right and talk to the Captain. When the scene in the captain's office has finished go to the locker room, go to your locker and open it. Get everything,

change your clothes but don't shower. Close the locker and leave the locker room. Replace the car keys and extender before leaving the station and get in your own car. That's the end of your first shift as Sonny Bonds. All that's left now is to kick back, relax and have some fun at the Blue Room.

Part 2 next month....
when Steve will be arresting
drug dealers, playing snooker
and chilling out undercover.

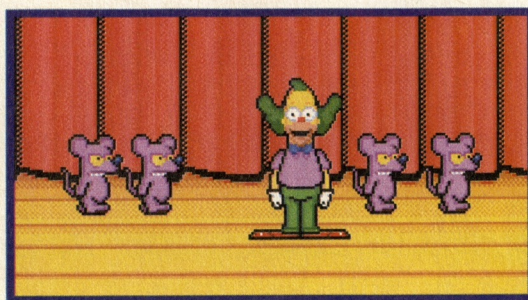
SMALL TIPS -->

Wait! Before you throw that joystick around, or hurl your mouse out the window, just read on and hope.

KRUSTY'S FUN HOUSE

Here's a helping hand for all those Simpsonites who are stuck on the earlier levels of Krusty's Fun House. Fans of the green haired one need simply type in the following passwords to gain access to the appropriate levels.

Level 2: WHOAMAMA.
Level 3: FLANDERS.
Level 4: BROCKMAN.
Level 5: SIDESHOW.



THE SETTLERS



1: START	11: CHOPPER	21: PASTURE
2: STATION	12: GATE	22: OMNUS
3: UNITY	13: ISLAND	23: TRIBUTE
4: WAVE	14: LEGION	24: FOUNTAIN
5: EXPORT	15: PIECE	25: CHUDE
6: OPTION	16: RIVAL	26: TRAILER
7: RECORD	17: SAVAGE	27: CANYON
8: SCALE	18: XAVER	28: REPRESS
9: SIGN	19: BLADE	29: YOKI
10: ACRON	20: BEACON	30: PASSIVE

WIZ 'N' LIZ

There are so many spell combinations in Wiz 'n' Liz, we're going to have to print their effects in two parts. Here's part one.

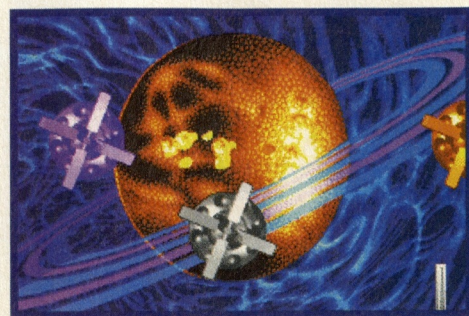
Orange + Cherry = Lunaland skipped.
Strawberry + Mushroom = One point.
Pear + Mushroom = 50 seconds extra time.
Cherry + Cherry = Bonus room
Onion + Cherry = 20,000 points.
Mushroom + Mango = 250,000 points.
Lemon + Mushroom = One second extra time.
Potato + Banana = Opens letter shop.
Mango + Mango = Collect One time icon get One free.
Cabbage + Orange = Confucius says: chicken with no legs cannot cross road.
Potato + Cherry = Mine land skipped.
Apple + Mushroom = Fruit returner activated.
Avocado + Potato = Snow land re-opened.
Avocado + Avocado = All bonus letters given.
Mushroom + Cabbage = Bonus room.
Lemon + Cabbage = No invisible letters.
Potato + Lemon = Bonus room.
Banana + Onion = Bonus room.
Strawberry + Apple = 50,000 points.



Cherry + Potato = Mine land re-opened.
Mango + Lemon = 75 stars.
Avocado + Mango = Nothing.
Carrot + Pear = Bonus room.
Orange + Strawberry = Bonus room.
Strawberry + Mango = Bonus room.
Mango + Onion = Desert land re-opened.
Orange + Banana = Nothing.
Carrot + Carrot = Bonus room.
Cherry + Apple = 150 stars.
Strawberry + Cabbage = Wabbits worth 1000 points.
Cabbage + Mango = Dead land skipped.
Mango + Apple = 75 stars.
Mango + Orange = 40 seconds extra time.
Mango + Carrot = A bunch of bananas.
Lemon + Strawberry = Bonus room.
Avocado + Orange = 10,000 points.
Avocado + Banana = Fruit Aromatiza.
Cabbage + Cabbage = Bonus room.
Avocado + Onion = Fruit Aromatiza.

STARDUST

Level 1: BCQQAAAAAGGN.
Level 2: CCSAQAAAAALOO.
Level 3: DD5AQAAASANMN.
Level 4: EDSAQAQTANKM.



JURASSIC PARK

Mr. Glen Johnson of Halesowen appears to have been very busy lately. Not only has he discovered all the level codes for Jurassic Park, but he's come up with some passwords for Stardust and The Settlers as well. Such hard work deserves a game at least, and we're happy to oblige.

1: No code.
2: B5A48352.
3: D5F4AB62.
4: 95B48B42.
5: 85A4834A.
6: 85B48B42.
7: F54C6FAA.
8: C57C77B2.
9: D56C7FBA.
10: A5149F5A.

WINNER OF FURY OF THE FURRIES (AGAIN!)



Onion + Potato = Nothing.
Onion + Onion = No dying rabbits.
Potato + Carrot = 20 seconds extra time.
Mushroom + Cherry = Level skipped.
Orange + Orange = One point.
Carrot + Strawberry = Points doubled.
Avocado + Carrot = Bonus room
Orange + Lemon = Bonus room
Potato + Mango = Magic Emerald collected.
Avocado + Apple = Grassland skipped.
Mushroom + Onion = 50 second extra time.
Cabbage + Cherry = Enter shadowlands.
Lemon + Cherry = Bonus room.
Avocado + Strawberry = Doubled bonus round.
Carrot + Onion = Fruit life prolonged.
Potato + Strawberry = Wabbits worth 2,500.
Banana + Pear = Points ahoy.
Banana + Mango = Temple land skipped.
Mushroom + Mushroom = Magic sapphire.
Banana + Apple = 50,000 points.
Mushroom + Potato = 250 stars.

BUS STOP PD

85p PER DISK

DISK CATALOGUE
50p & S.A.E

GAMES

MEGABALL
MISSION X
GALAGA '92
TANX
ELEVATION
STRIKE (10 PIN)
ETHOS
POD
PROJECT 1
THE J.A.R.
CHESS
BATTLE CARS 2
AMOS CRICKET
ALL ROUNDER
AIRPORT
CRAZY PIPES
CRAVE
WREX
BACKGAMMON
DUNGEON FLIPPER
BOP N POLP
BEETLE
PREMIER PICKS
DOMINOES
DEADLINE
SLAMBALL
ARCADE LEMMINGS
ESCAPE
KLAKTRIS
BOMB JACKY
ARTILLERUS
BOUNCE + BLAST
SURVIVOR 2

MUSIC

JOE LE TAXI
3AM ETERNAL
TOP GUN
METAL MUSIC
GNR- SWEET CHILD
GNR- LIVE + LET DIE (2)
PET SHOP BOYS
IRON MAIDEN
LED ZEPPELIN
ENIGMA
DEBUSSY 2
YAMMA YAMMA
L7- WARGASM (2)
COMA + ACID
LOVE SHACK
METALLICA: BATTERY (4)
SIMPLE MINDS

ANIMS/SLIDES

THE PRISONER
ROCK ALBUM
WATERSHIP DOWN
DR WHO
ERASURE
CAT WOMAN
DONALD DUCK
YABBA DABBA
BRUCE LEE
HORSES
CATS
SHOWBIZ
K.D. LANG
MARVEL
AKIRA

GLAMOUR

TINA SMALL
SHARON STONE
MARIA WHITAKER
BO DEREK
CALENDAR GIRLS
STRIP SLOTTOR
KATHY LLOYD
ADULT JIGSAWS
UTOPIA (3)
MADONNA: SEX
BLONDE BEAUTIES
ERIKA ELENIK
ROSANNA ARQUETTE
SEXY DREAMS
SABRINA
PAULINA
AGA GLAMOUR (3) (A1200)

EDUCATION

DINOSAURS
FISH TANK
LO TEST
WB 2 TUTOR
AMIGA TUTOR
CHED'S CHEATS
POOLS TOOLS
COLOUR IT
STAR LAB
CHESS HELPER
RACE RATER
LANGUAGES
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KING'S QUEST

Publisher: Kixx XL

Price: £14.99

This is the first of a stream of King's Quest adventures that have certainly made their mark on the Amiga. It's set in the land of Daventry where you take on the character of King Edward's favourite knight, Sir Graham – a position of magnificent importance to the desperate Daventronians. It is on your shoulders to save the fallen country. Travelling through lands of myth and magic you are set to recover the three greatest treasures of Daventry that will restore the land to its former glory.

As you seek to find them, tables and fairy stories provide clues, but beware of the land's perils. Numerous characters of varying degrees of ugliness are thrown at you to negotiate with and conquer as you make your brave journey. Astuteness and puzzling skills are called for to break through the levels. Certainly enough to keep you amused through a long rainy afternoon. Great value from Sierra with superb 3D graphics, realistic animation and puzzles that keeps the player on his toes.

REVIEWED BY:
Rachel

SCORE 82%



PREMIERE

Publisher: Corkers

Price: £9.99

Next in line from Corkers comes Premiere, a smoothly scrolling game played over six levels. The action centres around a film editor called Clutch Cable who is desperate to find his film that has been stolen on the eve of its premiere. It's up to you to search through the six different studio sets of your main rival of whom you are very suspicious.

The sets vary from western, horror and fantasy through to sci-fi. Clutch walks, kicks and jumps as he picks up weapons left around the various sets and deactivates blocking traps.

He starts the game with three lives and a full energy bar which depletes as he gets hit. All is not lost though as energy is replenished by picking up fast food like burgers, hot dogs and pizza slices. In fact the hungry character gets a food token at the beginning of each level which can be swapped for pizza at any time. This is certainly a fast addictive game and it is reasonable buy for anyone.

REVIEWED BY:
Neil

SCORE 81%

THUNDERHAWK

Publisher: Corkers

Price: £9.99

An elite team of pilots have been commissioned by the United Nations to head a new crack assault team and you're in the flying seat. State of the art technology and firepower are used in the fight to defuse crisis situations – THUNDERHAWK.

Starting with a chilling intro sequence illustrating the presidential defence advisor arriving by helicopter to hear a "Situation Critical" being announced. The game then takes the player into one of six campaigns ranging from Eastern Europe to Latin America. Each campaign is split into 10 missions and success depends upon how effectively you complete each level. If you fail, 'Merlin' will take you off the mission and send you back to Westpoint for further training.

Although the flight simulation proves fast and exciting, it is also frustratingly cumbersome to control involving the keyboard and joystick as well the mouse.



REVIEWED BY:
Rachel

SCORE 70%

CRUISE FOR A CORPSE

Publisher: Kixx XL

Price: £14.99

At your heart out Inspector Morse. Here comes inspector Raoul Dusentier hot on the trail, as a pleasure cruise turns into a murder hunt. Great graphics and an exciting plot are presented in an Agatha Christie style setting of suspense and intrigue. Opportunity to eavesdrop on suspects to gain valuable information is offered, but the name of the game is remaining secretive. The clues you're searching for are secretive too.

Excitement is heightened by the 3D interactive situations which call for super snooping tactics; and the user-friendly point 'n' click style of the game allows the player to totally concentrate on the crime in hand.

If you have some time on your hands and a lot of patience mixed in then this high seas murder mystery provides a wide variety of action which provokes players to drag out their smartest snooping abilities. Certainly a game worth getting your teeth into..



REVIEWED BY:
Neil

SCORE 85%



JAGUAR XJ220

Publisher: Corkers

Price: £9.99

It certainly takes a Corker to make its mark in the world of racing. Unfortunately Jaguar XJ220 doesn't quite pip the post but it isn't bad. Named after the £350,000 dream machine this game is probably the nearest you will ever get to actually driving it.

In XJ220 you will be racing against other high performance cars, including Ferraris, Porsches and Lamborghinis, through 12 countries each breaking up into three circuits. Strategic thinking is called for to plot your course as you race around from one country to another.

Although there are plenty of roadside objects like wet leaves and fallen rocks, as well as weather variations which add realism during the race, the car's frustratingly slow acceleration detracts from the gameplay.

REVIEWED BY:
Rachel

SCORE 69%

GUNSHIP

Publisher: Kixx XL

Price: £12.99

Yet another flight sim, but this time at half the price. If you can't afford your flying lessons this could be your answer.

For next to nothing you can experience the challenge and danger of attack helicopter flying. With the amount of different flight sims out at the moment, expectations are running high. Gunship won't let you down. In the pilot's seat of the Apache, one of the world's most sophisticated warrior helicopters, you take to the battlefields of South East Asia, Central America, the Middle East and Europe. Fight for rewards as you succeed missions and make the most of the top weapon systems and instrumentation. Sit on the edge of your seats as you soar upwards in Top Gun fashion.

Despite the game initially appearing pretty complicated, determination pays off, taking the player into a captivating whirlwind of a mission.

REVIEWED BY:
Rachel

SCORE 84%



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TEAM 17 COLLECTION VOLUME 1

Publisher: Team 17

Price: £29.99

It looks like a bit of a monster month for compilation fans, and the first of the excellent brace is Team 17's first foray into the bundle 'em-up-and-flog-'em-off market. Not that this is a bad thing you understand, especially when the quality is anything like that what is presented here.

Body Blows is the oldest of the trio, weighing in at a hefty – ooh, about 14 months or so. This was the Team 17 answer to SF2, and proved that a fast beat'em-up with excellent graphics could be programmed perfectly well for the Amiga.

I'm sure most of you know the score, but tradition dictates that I must tell you all anyway, so here goes. Choose from over half a dozen chracters with comedy names, and endeavour to A: beat the pump out of a friend, B: beat the pump out of the computer opponent of your choice, or C: attempt to beat the pump out of every computer opponent in turn in the excellent tournament mode. Special moves are a bit of a let down, but everything else is just spot on.

It seems like only yesterday that **Superfrog** was thrust upon us – an unashamed blend of the best bits from everyone else's platform games. Somewhat easy to begin with, 'frog boasts the expected high level of graphics and



features a really excellent bonus game-cum password system. After Flashback, there really isn't much to choose between this and Soccer Kid for title of second best. All round treat and top...

It might seem like only yesterday that Superfrog arrived, but surely it was only the other week

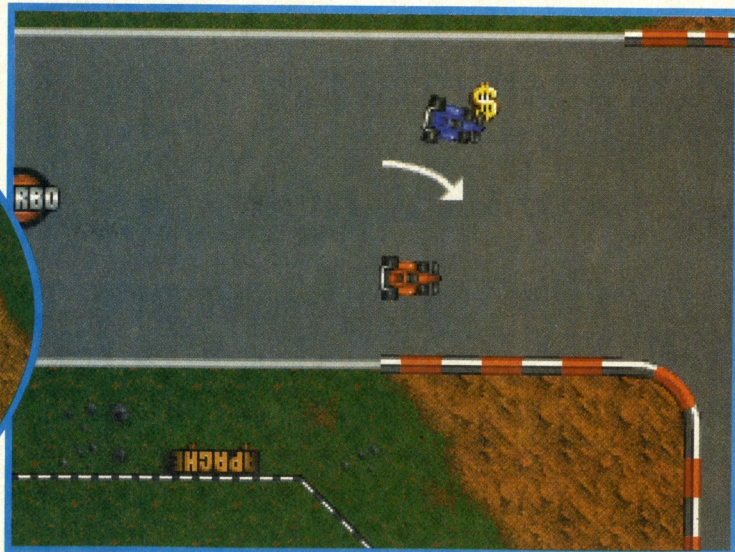
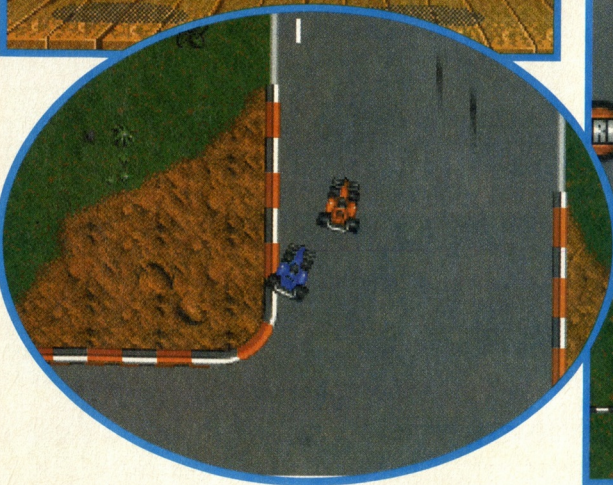
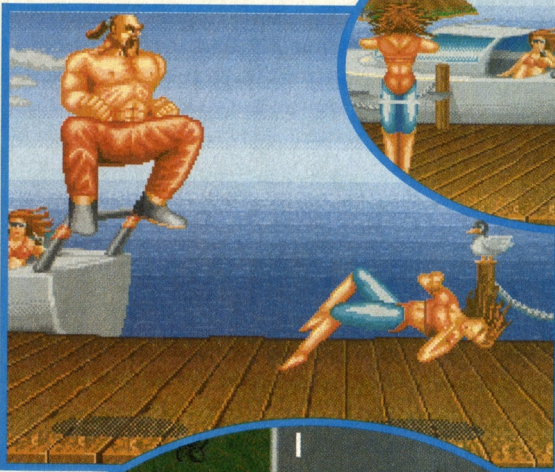
when I myself cast my myopic gaze over this overhead racer ("this overhead racer" being **Overdrive** of course).

Basically it's race after race on a number of different tracks against ever-improving computer opponents (or a real life one if you happen to have two Amigas, two tellies and a modem cable), the aim being to complete the game and race against the fabled "Demon Driver".

Many slated Overdrive for its lack of structure or any real purpose. But as far as I'm concerned enjoyment factor is at a high and that is what's important. All three games are excellent in their own right – as a package they're outstanding.

REVIEWED BY:
Paul

SCORE 92%



COMPI LATION

WWF EUROPEAN RAMPAGE TOUR

Publisher: Hit Squad

Price: £9.99

Superstars of the WWF wrestling arena have come to Europe to battle it out in some of the most beautiful and historical cities that the world has to offer, and believe it or not, you're in charge of this assault on our culture.

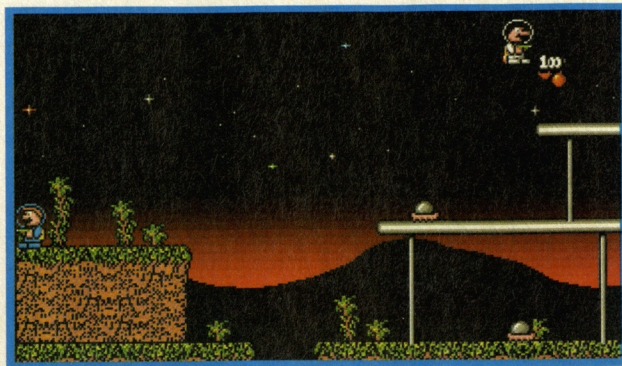
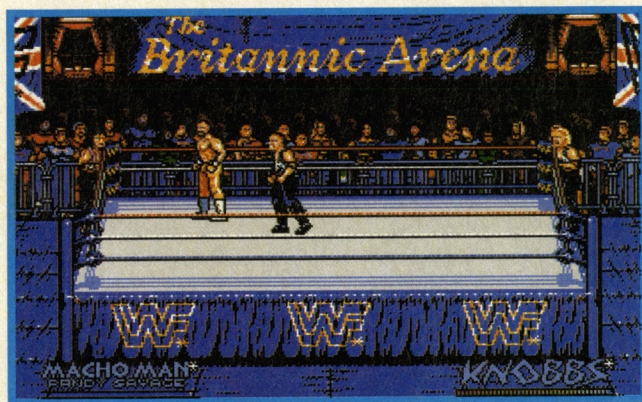
European Rampage is a tag team affair where you have to choose your perfect pairing from the list of grapplers on offer (Hulk Hogan, Ultimate Warrior, Bret "Hit Man" Hart etc.), and then pit them in the ring against some of the meanest duos ever to set foot on the canvas.

Supremely well presented with an entertaining intro sequence, the game is ultimately a flop. The wrestlers seem to mince around the ring in a much less than macho fashion, and although there are plenty of moves to learn, they just never seem to quite come off.

After a while I even found myself longing for the dulcet tones of Kent Walton, and the delights of Mick McManus and Mark "Rollerball" Rocco.

REVIEWED BY:
Neil

SCORE 45%



DITHELL IN SPACE

Publisher: Darren Ithell

Price: £3.95

Time for Dithell who's been waiting patiently behind the curtains... but his time has come. Basically a shoot 'em-up set up in the skies, in fact space, where everything quivers at the peril of this little spaceman's laser gun. Well there isn't really that much to quiver, but what do you expect for well under a fiver? You're on a quest for points which fall out of pieces of fruit when zapped. For extra interest every seventh piece of fruit triggers off an alien releasing a 'P' bubble which drifts around the screen waiting to be picked up.

By collecting 'P's the power of your laser gun is boosted, and you're set again to take on anything that dare cross your path.

Dithell is bright, cheerful and appears to me to be wearing a string vest... not that it's a problem.

Admittedly this game holds nothing new and it certainly wouldn't be a game that keeps me captivated, but I can't be harsh as it is certainly worth its few pennies.

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REVIEWED BY:
Rachel

SCORE 75%

EYE OF THE BEHOLDER

Publisher: Kixx XL

Price: £16.99

Recognised as one of the classics amongst role-playing games on the Amiga, Eye of the Beholder is the tale of a criminal conspiracy hiding in the sewers below the ancient mythical city of Waterdeep.

Gather together a team of four brave souls and then enter the sewers to begin your mission. The sewer system itself seems pretty complicated at first. However, fear not, the manual includes not only a guide to the game, but also helpful maps of the city of Waterdeep and its underground sewers too. Control is via a very simple to operate point and click system, the graphics and sound are more than adequate, and the gameplay is so addictive that you soon find yourself identifying with the characters.

Beholder is definitely one of the best games of its type and you could do an awful lot worse than spend your pocket money on this.



REVIEWED BY:
Neil

SCORE 90%

AWARD WINNERS GOLD EDITION

Publisher: Empire

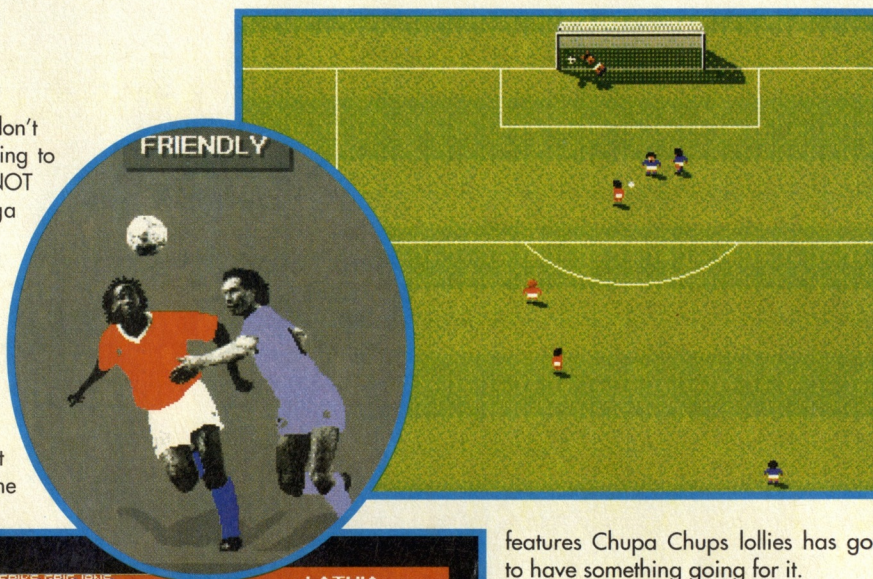
Price: £29.99

I may be sticking my neck out here, but I don't think that there'll be too many people willing to argue that this particular compilation is NOT the best ever published collection of Amiga games on the shelves.

Kicking off with just about everyone's favourite footy game, **Sensible Soccer V1.1**, the level of quality is immediately apparent. I don't think that any explanation of Sensi is needed here, after all I wouldn't want to patronise you, but the fact that this particular sim, released originally in June 1992, spent the majority of the latter half of that year at number one in the Amiga charts, and was the biggest selling Amiga game of 1993 speaks volumes for its popularity and all round topgameness. (Er... nice word Neil - Paul).

Continuing the sporting theme, there's **Jimmy White's Whirlwind Snooker**, programmed by that expert of the computerised green baize, Archer Maclean. Hailed at the time of its release as a technical and mathematical masterpiece, Jimmy White's is one of those games which will appeal to a wider audience than its subject matter suggests. The table can be viewed from almost any angle, allowing you to size up the trickiest of shots, and there's even a bit of humour thrown in for good measure (check out the furious looking balls if you take too long over a shot). In fact in some respects, Jimmy White's is even better than the real thing. There are no fag burns to be seen on Jimmy's table. Oh no!

Also on the menu is **Zool**, the first platformer featuring the ninja from the Nth dimension. To be honest, Zool has never been my particular cup of tea, but there's no accounting for taste. The fact that this game re-entered the full price chart's top twenty sellers only a couple of months ago just goes to show what a good job it is that we're not all the same. And let's face it, any game which



features Chupa Chups lollies has got to have something going for it.

Last but certainly not least, Empire have included **Elite**, the game which has probably done the most to change the perceptions of the older generation towards so called "mind rotting video games". David Braben's masterpiece of intergalactic trading, travel and warfare has achieved legendary status in the computer software industry and represents the category of genius which most programmers could only ever dream of achieving.

Well, there you have it. Four top quality games in one package for a measly thirty quid, and not a filler in sight. Empire have done themselves proud.

REVIEWED BY:
Neil

SCORE 91%



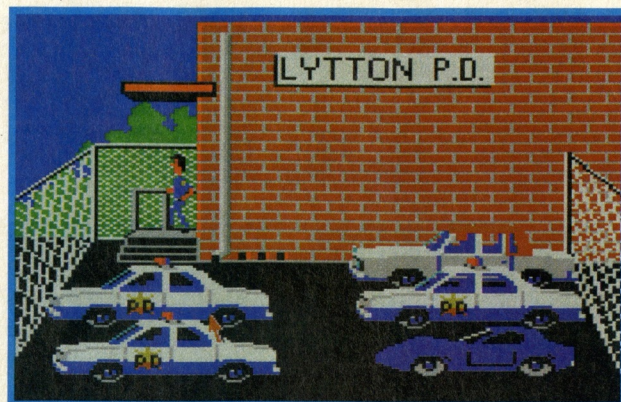
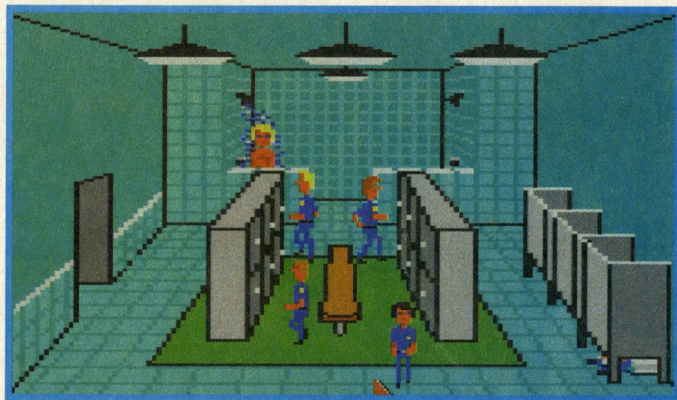
POLICE QUEST

Publisher: Kixx XL

Price: £16.99

Without a doubt the best news of the year so far, at least as far as I'm concerned, is that US Gold's Kixx XL label has picked up the rights to release all of the Sierra adventures at a budget price. Reviewing these products totally without bias is going to be difficult to say the least for me, as these were the games that really drew me into the computer phenomenon, and I have to say that Police Quest is one of my all time favourite games.

While it may be quite crude in both the graphics and the sound categories when put up against today's efforts, it has the kind of plot that draws you in and keeps you there right to the end and beyond.



I have lost count of the number of times I have played this through, and I am in no doubt that I will do so on several more occasions in the future. Life as a police officer may not be particularly attractive to a vast number of people today, myself included, but somehow taking on the role of the game's hero, Sonny Bonds, goes some way to convincing you that they actually do a worthwhile job. Put it this way, if you buy Police Quest and don't stick with it to the very end I will be extremely surprised. Top stuff and certainly well worth the asking price.

If this is going to be the standard achieved by the Kixx XL range this year, then poorer Amiga owners are going to have a field day, and I see absolutely no reason why this will not be so. I have already seen much of the line up already and it certainly looks to be something to savour.

REVIEWED BY:
Steve

SCORE 91%

LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS

Publisher: Kixx XL

Price: £16.99

Following on from the raptures brought on by Police Quest comes the first instalment in the adventures of someone who went on to become arguably the most popular game hero ever, Larry Laffer.

Now Police Quest is a hard act to follow, but if any game could have given it a run for its money it is this one. I was virtually brought up on these games, so I thought I may have been guilty of looking back through the proverbial rose tinted spectacles, but having so many newcomers captivated by them I know I am not one of them.

Larry is a sad but lovable rogue whose

only ambition in life is to get laid. Unfortunately, being such a shambling individual this is far trickier than for most everyday people. It is your job to help Larry fulfil his ambition of becoming intimately acquainted with a young lady.

I said that Police Quest's graphics and sound were crude but the same can't be said about this game. However, this does have another crude element to it. The storyline. It's all pretty tame stuff and there is very little that could possibly offend anyone, but knowing how over sensitive some of you can be, I have to say parental guidance is highly recommended for younger children. You have been warned.



REVIEWED BY:
Steve

SCORE 87%

READER SURVEY

It's that survey time again. In order to keep Amiga Action the all round best Amiga mag, we need your valuable input. Again. Spare us a few minutes and we'll listen to what you say – promise. *FIRST TEN DRAWN WIN 2 GAMES EACH!*

ABOUT YOU

1. Are you:

☐ Male ☐ Female

2. What age are you? (Please write) _____

3. Where do you live?

☐ Scotland ☐ London
☐ North West England ☐ South East England
☐ North East England ☐ South West England
☐ Midlands ☐ Wales
☐ East Anglia ☐ Northern Ireland
☐ Overseas (please state country) ☐ Lyme Regis

4. Are you:

☐ At school ☐ At college/university ☐ Working ☐ Not working

5. What magazines do you buy:

Please tick which magazines you buy and how often you buy them.

Magazine		Every issue	Occasionally
Amiga Action	Subscribe	☐	☐
	Order from newsagent	☐	☐
	Just buy it	☐	☐
Amiga Power	Subscribe	☐	☐
	Order from newsagent	☐	☐
	Just buy it	☐	☐
The One	Subscribe	☐	☐
	Order from newsagent	☐	☐
	Just buy it	☐	☐
CU Amiga	Subscribe	☐	☐
	Order from newsagent	☐	☐
	Just buy it	☐	☐
Amiga Format	Subscribe	☐	☐
	Order from newsagent	☐	☐
	Just buy it	☐	☐
Amiga Computing	Subscribe	☐	☐
	Order from newsagent	☐	☐
	Just buy it	☐	☐

6. Apart from AA which is your favourite mag and why?

Mag: _____

Why: _____

WHY DO YOU BUY AMIGA ACTION ?

7. What is the main reason you buy Amiga Action? (Please tick ONE box)

☐ Good coverdisks ☐ Giving the game away
☐ Game you like is being reviewed ☐ Competitions
☐ Always buy AA ☐ Features
☐ Over The Edge ☐ Trust our opinion on games
☐ Other (please say) _____

8. For what other reasons do you buy Amiga Action? (Tick any amount)

☐ Good coverdisks ☐ Giving the game away
☐ Game you like is being reviewed ☐ Competitions
☐ Always buy AA ☐ Features
☐ Over The Edge ☐ Trust our opinion on games
☐ Other (please say) _____

9. Why did you buy this issue of Amiga Action?

10. Which other non-computer mags do you buy MONTHLY?

☐ Empire ☐ Match
☐ Premiere ☐ Vox
☐ The Face ☐ Q
☐ Select ☐ Arena
☐ DJ ☐ Cosmopolitan
☐ Other (please specify) _____ ☐ Mix Mag

11. How many other people will read your copy of Amiga Action?

☐ One ☐ Two ☐ Three ☐ Four or more

ABOUT GAMES

12. How many games do you buy a year?

Budget:

☐ 0-5 ☐ 6-10 ☐ 11-15 ☐ 16-20 ☐ Over 20

Full Price:

☐ 0-5 ☐ 6-10 ☐ 11-15 ☐ 16-20 ☐ Over 20

CD32:

☐ 0-5 ☐ 6-10 ☐ 11-15 ☐ 16-20 ☐ Over 20

13. What sort of games do you like most?

☐ Simulation (flight, sea, land etc.)
☐ Sports
☐ Role Playing
☐ Driving/Racing
☐ Platform
☐ Strategy (eg wargames)
☐ Boardgames (eg Chess conversions)
☐ Arcade
☐ Adventures
☐ Shoot'em-ups
☐ Beat'em-ups
☐ Puzzle
☐ Bat'n'ball

14. What prompts you to buy a particular game?

☐ Amiga Action recommends it
☐ A friend recommends it
☐ Advertising
☐ It gets a good review in our competitor mags
☐ It's from a company with a good reputation
☐ Other (please say) _____

ABOUT YOUR COMPUTER

15. Where do you buy your games?

- ☐ Shop
☐ Mail order
☐ Other (please say)
- ☐ Second hand market
☐ Copied from a friend

• We won't shop you for filling in this section, even if you are stupid enough to copy software. It doesn't mean that we don't think you're a spanner if you do though.

16. What have you bought in the last 12 months?

- ☐ Second floppy disk drive
☐ Hard disk
☐ Extra memory
☐ Joystick
☐ Mouse
☐ Monitor
- ☐ Disk accessories
☐ Printer
☐ Non-games software
☐ A1200 computer
☐ CD32

17. Which of these do you intend to buy in the next year?

- ☐ Second floppy disk drive
☐ Hard disk
☐ Extra memory
☐ Joystick
☐ Mouse
☐ Monitor
- ☐ Disk accessories
☐ Printer
☐ Non-games software
☐ A1200 computer
☐ CD32
☐ Atari Jaguar

18. Would you like to see more space in Amiga Action devoted to CD32?

- ☐ Yes ☐ No

19. About how much do you spend on extras for your computer a year?

- ☐ £0-50 ☐ £51-100 ☐ £101-150 ☐ £151-200 ☐ Over £200

20. What other computers do you own?

- ☐ Atari ST
☐ Sega Mastersystem
☐ Sega Megadrive
☐ MegaCD
☐ Nintendo NES
☐ Nintendo SNES
☐ Other (Please say)
- ☐ 8 bit machine (eg Spectrum)
☐ IBM PC, PC compatible
☐ Macintosh
☐ Handheld (eg Gameboy)
☐ Phillips CDI

ABOUT THIS MAGAZINE

21. Please tick the boxes which describe what you think about each section of Amiga Action.

	Excellent	Good	OK	Poor	I want more	I want less
Cover	☐	☐	☐	☐	☐	☐
Coverdisks	☐	☐	☐	☐	☐	☐
News	☐	☐	☐	☐	☐	☐
Coverdisk pages	☐	☐	☐	☐	☐	☐
Charts	☐	☐	☐	☐	☐	☐
Reviews	☐	☐	☐	☐	☐	☐
Features	☐	☐	☐	☐	☐	☐
Compos	☐	☐	☐	☐	☐	☐
Blueprints	☐	☐	☐	☐	☐	☐
Giving the game away	☐	☐	☐	☐	☐	☐
PD reviews	☐	☐	☐	☐	☐	☐
Over The Edge	☐	☐	☐	☐	☐	☐
Budget	☐	☐	☐	☐	☐	☐
Talkback	☐	☐	☐	☐	☐	☐
Swap Shop	☐	☐	☐	☐	☐	☐
Superleagues	☐	☐	☐	☐	☐	☐

22. If you think one of the above sections in the mag is particularly terrible, please say why:

The section: _____

Why: _____

23. If you think one of the above sections in the mag is particularly good, please say why:

The section: _____

Why: _____

24. Are we better than Amiga Power and The One, or what?

	Amiga Power		The One	
	Yes	No	Yes	No
Reviews	☐	☐	☐	☐
Previews	☐	☐	☐	☐
Design	☐	☐	☐	☐
Features	☐	☐	☐	☐
Coverdisks	☐	☐	☐	☐

25. Please say what you think of the reviews:

	Not enough	Enough	Too much
Length	☐	☐	☐
Info	☐	☐	☐
Opinion	☐	☐	☐
Screen shots	☐	☐	☐

26. Do you think our review scores are:

- ☐ Too high ☐ Too low ☐ Just right

PLEASE SEND YOUR COMPLETED SURVEY TO:

**Reader Survey,
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All information is kept in the strictest of confidence and will be used for internal statistical purposes only. Honest.

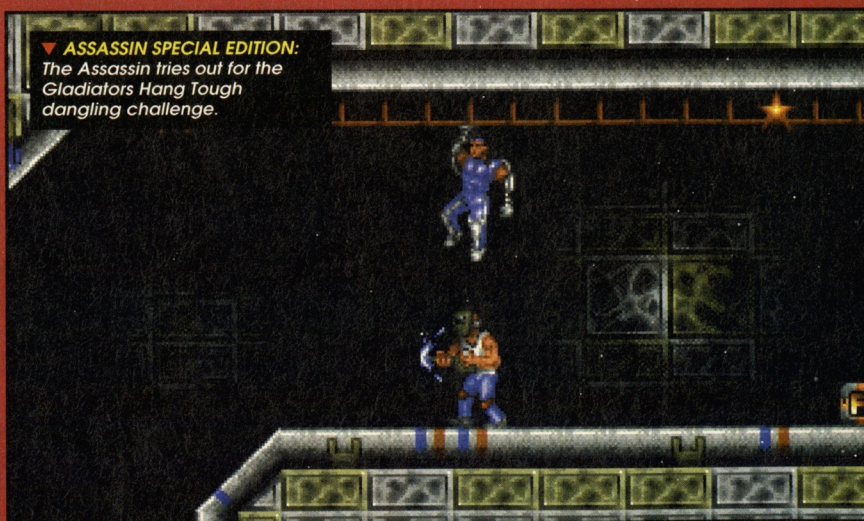
BUDGET CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE
1	1	STREETFIGHTER 2	KIXX XL	£14.99	BEAT'EM UP
2	★	JOHN MADDEN FOOTBALL	HIT SQUAD	£12.99	SPORTS SIM
3	2	MONKEY ISLAND	KIXX XL	£16.99	ADVENTURE
4	★	ASSASSIN: SPECIAL EDITION	TEAM 17	£10.99	SHOOT'EM-UP
5	3	CHAMP. MANAGER 94 DATA DISK	DOMARK	£9.99	SPORTS SIM
6	★	EYE OF THE BEHOLDER	KIXX XL	£16.99	RPG
7	5	ALIEN BREED: SPECIAL EDITION 92	TEAM 17	£10.99	SHOOT'EM-UP
8	7	STRIKER	GBH	£9.99	SPORTS SIM
9	★	POLICE QUEST 1	KIXX XL	£16.99	ADVENTURE
10	12	PUTTY	GBH	£9.99	PLATFORM
11	★	ANOTHER WORLD	KIXX XL	£14.99	ADVENTURE
12	6	ROBOCOP 3	HIT SQUAD	£12.99	SHOOT'EM-UP
13	17	POWERMONGER WW1 DATA DISK	HIT SQUAD	£14.99	STRATEGY
14	10	GRAHAM TAYLOR'S SOCCER CHALLENGE	BUZZ	£9.99	SPORTS SIM
15	13	FIRST DIVISION MANAGER	CODEMASTERS	£7.99	SPORTS SIM
16	16	TRIVIAL PURSUIT	HIT SQUAD	£7.99	QUIZ
17	8	SPEEDBALL 2	KIXX XL	£9.99	SPORTS SIM
18	20	CRUISE FOR A CORPSE	KIXX	£14.99	ADVENTURE
19	9	WWF EUROPEAN RAMPAGE TOUR	HIT SQUAD	£9.99	BEAT'EM-UP
20	18	CRYSTAL KINGDOM DIZZY	CODEMASTERS	£9.99	PLATFORM

★ = RE-ENTRY ★ = NEW ENTRY

Streetfighter 2 from Kixx XL maintains its position at the top of the chart, but stern competition has appeared on the horizon in the shape of the Hit Squad's John Madden Football. Team 17's Assassin Special Edition is also a new entry at number four, and Eye of the Beholder rages straight into the top ten thanks to all you free spending RPG types out there. Police Quest 1 and Another World are two other games to come straight into the chart ensuring that the Kixx XL coffers are far from bare. Biggest loser this month is WWF European Rampage, falling ten places.



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| ☐ Jurassic Park A1200 r.r.p. £27.99 - free! (code 8279) | ☐ Lotus III r.r.p. £25.99 - free! (code 8284) |
| ☐ Jurassic Park r.r.p. £25.99 - free! (code 8279) | ☐ Nigel Mansell's r.r.p. £25.99 - free! (code 8283) |

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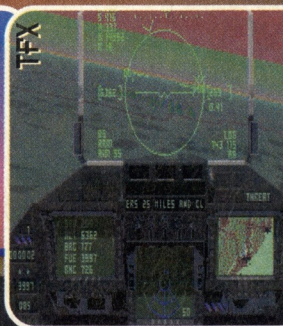
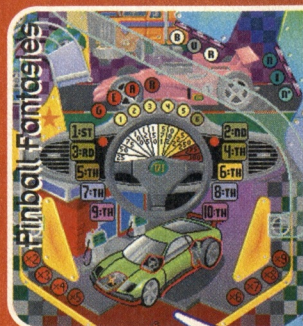
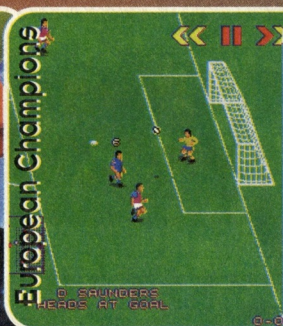
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ISSUE 48 SEPT '93. CODE 8489.

Cover - Dracula.

Coverdisk Demos - Stardust, Tensai, Universal Warrior, Grav Attack, Jump 'n' Roll.

Features - War Games Part 2, Realms of Darkness, Dracula work in progress.

Reviews - Animation Classics, Beastlord, Campaign Data Disk (from North Africa to Europe), D-Day, Global Gladiators, Lost Vikings, Nicky 2, Robocod A1200, Scrabble, Yo! Joe!

GTGA - Civilization, Reach for the Skies, Gunship 2000, Dune II.



ISSUE 49 OCT '93. CODE 8490.

Cover - Soccer Kid.

Coverdisk Demos - F117A, Deep Core, Nicky 2, Suburban Commando, Smurf Hunt, Winning Post, Defender.

Features - CD Console, Making of Amiga Action, Beneath A Steel Sky.

Reviews - A320 Airbus USA, American Gladiators, Blob, Deep Core, Hired Guns, Napoleons, The Patrician, Sim Life A1200, Soccer Kid, Super Sport Challenge.

GTGAs - Syndicate, War in the Gulf, Transarctica.



ISSUE 50 NOV '93. CODE 8491.

Cover - Jurassic Park.

Coverdisk Demos - Theatre of Death, Graham Gooch's Second Innings.

Features - Cannon Fodder, AA birthday.

Reviews - Blade of Destiny, Blaster, Brutal Sports Football, Burning Rubber, Caesar Deluxe, Diggers, D-Hero, Dogfight, Euro Champions, F17 Challenge, Gearworks, Graham Gooch's Second Innings, Jurassic Park, Morph A1200, Premier Manager 2.

GTGAs - Graham Gooch's World Class Cricket, Beavers, Goal!



ISSUE 51 DEC '93. CODE 8492.

Cover - T2 the Arcade Game.

Coverdisk Demos - Cannon Fodder, Brutal Sports Football.

Features - Terminator 2 and Mortal Kombat, Rise of the Robots, Behind the Scenes at US Gold.

Reviews - Alfred Chicken, Alien 3, Bob's Bad Day, Donk, Krusty's Fun House, Micro Machines, NASCAR, Oscar CD32, Overdrive, Perihelion, Pinball Fantasies CD32, Uridium 2, Theatre of Death, Turrican 3, Qwak.

GTGAs - Hired Guns.



ISSUE 52 XMAS '93. CODE 8493.

Cover - Beneath A Steel Sky.

Three huge coverdisks! - Bob's Bad Day, Campaign 2, Charlie Xmas Chimp, Jack the Ripper, Goochy Classic Match.

Features - Rise of The Robots pt2, Behind the Scenes at Gallup, The Next Step (retrospective).

Reviews - Alien Breed 2, Beneath A Steel Sky, Xmas Lemmings, D/Gen CD32, F117A, Frontier, Globdule, Prime Mover, Second Samurai, Space Hulk, Stardust, Wiz 'n' Liz, Wonder Dog.

GTGAs - Theatre of Death, The Patrician.



ISSUE 53 JAN '94. CODE 8494.

Cover - Beat 'em-up Special.

Coverdisk Demos - Alien Breed 2, Disposable Hero, Dinosaur Detective Agency.

Features - MysteryX.

Reviews - Body Blows Galactic, Bubba 'n' Stix, Campaign 2, Cannon Fodder, Cyberpunks, Dino Detective Agency, Doofus, Jet Strike, Kingmaker, Liberation, Magic Boy, Microcosm, Mortal Kombat, Overkill, Sleepwalker CD32, Suburban Commando, When Two Worlds War, Zool 2.

GTGAs - Overdrive, Yo! Joe! + free GTGA book!



ISSUE 54 FEB '94. CODE 8495.

Cover - Universe.

Coverdisk Demos - Body Blows Galactic, Fury of the Furries, Baldy.

Features - MysteryX, Twenty Best Games of 1993.

Reviews - Air Force Commander, 'Allo 'Allo, Champ Manager Italia, Combat Classics 2, Cosmic Spacehead, Dreamlands, Fantastic Dizzy, Fury of the Furries, Innocent Until Caught, Lamborghini, Mansell CD32, Settlers, Skid Marks, Star Trek, Switch Quiz, Zool CD32.

GTGAs - Monkey Island, Jurassic Park.



ISSUE 55 MARCH '94. CODE 8496.

Cover - Winter Olympics.

Coverdisk Demos - Methane Bros A1200 & A500, Jet Strike Fantasy Missions, Dithell in Space.

Features - MysteryX, Zeewolf, Starlord.

Reviews - Alf Chicken CD32, Assassin '94, Batman Returns, Cool Spot, Dangerous Streets, F1, Fatman, Global Domination, Goblins 3, Labyrinth, Pirates! Gold, Seek & Destroy, Sensible Soccer CD32, Snapperazzi, Tornado, Winter Olympics.

GTGAs - Star Trek 25th Anniversary, Goblins 3.

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TALKBACK

YES, YOU MUST BE.

The only thing I can see in the Superleague competition is that in the platform league, Fury of the Furries is featured at no.13. However it has only just been reviewed in AA. If not, then I must be thick.

Dennis Stuart, Didsbury, Manchester.

You know, if you say your name really quickly, you sound like that bloke who used to play up front for Man City. And you're wrong.

SCROUNGING

No, no, no. Deary me. It seems that there are two types of people who write to you: scroungers who want a free game, or complete spods. Unfortunately, when my letter was printed in Amiga Action 52 I seemed to fall into the latter category, which I can assure you is not the case.

Here's me, a poor impoverished student spending time (I should have been calculating inner product spaces or something) and money (the price of a stamp nowadays takes up half your grant) writing a letter in order to get a free game, putting in wit and innuendo, when you come along, take out everything worth reading, add some junk and print it, making me look like an ST user.

Huh! - that's all I can say (mainly due to a cruel twist of fate which left me with a speech impediment).

Paul A. Henschcliffe, Pinxton, Notts.

PS You said you wanted more girls writing in. Well if you join my first name and initial... do I get any sort of prize for this?

The price of a stamp takes up half your grant? Funny, last time I bought a stamp, the man behind the counter said, "that'll be 24 pence please" as opposed to "that'll be hundreds of pints of beer, a widescreen television and enough soft drugs to sink a battleship please." Oh have a game and get out of here. Anyway, you weren't in issue 52, or 51 or 53 for that matter. Spod.

TRUE DEVOTION

It's a little bit tedious to find so many people slagging off Commodore. I bought an Amiga 600 about 18 months ago. It came with five free games and two utilities, cost £300 and I was, and still am, well pleased with it.

OK, so the price has come down, and if I wanted the same machine now it would cost £100 less. The thing is though, I would have been deprived of over a years

worth of enjoyment.

As new technology is introduced (A1200, CD32 etc.) the "old" stuff will always be worth less, but that doesn't necessarily mean that it's worthless. (If you see what I mean, and I'm sure you do.)

Simon Milton, Bradford.

HARD HABIT

Having recently bought a hard drive to upgrade my Amiga, I am now acutely aware of the hassle involved in playing multi-disk games which don't install, so much so that I have decided not to buy such a game unless it is installable.

Surely there is space within a review to inform us as to whether a game will install or not? Why not add a HD icon in the Low Down box? This would be of great use and would save a lot of disappointment after buying a game which depends on disk juggling as opposed to mouse dexterity and brainpower!

Campbell McGibbon, Helensburgh, Dunbartonshire.

OK then, next month, yeah?

DIGITAL ILLUSIONS

Whilst viewing Digitiser, the

Hot goss, freaky speak and total, utter drivell - it's all here within these pages, and more besides. Unfortunately for you.

Channel 4 teletext computer magazine, I read some disturbing news. Digitiser said they had received a document from some top software houses saying that they expect the Amiga to no longer be around in five years time, basically due to piracy.

"To make money on a game, one needs to have a big hit," said one company. And then went on to explain that there are an average of 25 copies per single legal game. The only computer which companies seem to be interested in is the PC. If this is true, then most Amiga owners will be pig sick! Is there any truth in it?

Phil Hillier, Wrexham.

Is it true that in about two years time the Amiga will be like the Spectrum? I own an A500 and I've heard rumours that software companies will move onto PCs and the CD32 due to piracy on the Amiga. If this is true, should I upgrade to a CD32 or should I wait and see?

On Channel 4's Digitiser I recently read that out of 20 top companies, 17 thought the Amiga would be dead in 1995. This is very worrying news, even though Commodore say 1994 will be a healthy year. Also, if the Amiga stays, should I get an A1200 and

STAR LETTER

TOUR OF DUTY

As you can no doubt see from the address, I am currently serving in the former Republic of Yugoslavia, distributing aid to the people here. I am sure you are aware of the conditions out here having seen the various news items in the papers and on TV.

One of the few pleasures that myself and the seven other people I share a room with have is the Amiga 500+ I brought with me. However, this one respite from our labours is fast becoming monotonous due to the fact that I have very few games. Would it be at all possible for you to pass on any

unwanted games you may have. Please consider carefully before you reply, as the sanity of grown men is at stake.

Yours in cheeky anticipation,

See that Cannon Fodder? That's you that is. INCOMMIIING!



L/cpl Casey, L/cpl Martin, L/cpl Jobes, L/cpl Lorimer, cfn Murdock, cfn Spencer and cfn Rogers, Vitez Garage, Bosnia

Speak to Brian Avann, he'll sort you out. Go on then, I'll see what I can do. By the way, does Vitez know you're all living in his garage?



ALIEN BREED 2 DONATED BY:

sell my A500, as games are more enhanced?

Krishna Chintapalli, Rotherham.

I'm a bit dubious about a "document", though I can give more credence to the story of 17 out of 20 saying the Amiga was on its way out. That's the Amiga as it is now though...

With Commodore concentrating on their 32 bit machines, not to mention the fabled AAA machine rumoured for the end of the year, and with the software companies

beginning to get behind them in a big way, I suspect the Amiga - be it the 1200, CD32, 1400, 1600 or whatever they call their new machines - will be around for a good while yet.

As far as upgrading goes Krishna, my advice is the same for everyone: if you want and can afford a higher end Amiga then buy one.

ANY SPARES?

Dear sir/madam,

I have recently bought an Amiga and I would be very grateful if you could send me some hardware or software, or any information on the Amiga. Thank you for your time.

N. Connor, Wallasey, Merseyside.

I'd be very grateful if someone sent me some hardware or software too. Any offers?

CONSOLE BASHERS

Console owners are stupid. There, I'm sorry to be so blunt but it's true. I own an Amiga 600 which cost me £190. OK, so it's more expensive than a SNES or Megadrive, but so what? By the time you've bought two console games you've paid for the rest of the Amiga, and how many people have only two games?

The consoles have platform

games and shoot'em-ups. Big deal. The Amiga has those and many, many more. Ever heard of a strategy game on the Megadrive. Ever seen Cannon Fodder on the SNES? Ever paid £20 for a console game. No, of course they haven't, and what I say is this: console owners, wise up or shut up. I think I deserve a game for all that. Settlers will do nicely.

Stewart Ashton, Walsall.

I own a Megadrive. "Settlers please"? Yeah, right...

Having just watched the recent advertisements by "Nintendo", showing that they're putting four games onto a single cartridge, I am amazed that they have got away with ripping off kids with £50-plus prices for so long.

Why didn't "Nintendo" do this a lot earlier? Surely it's not due to some new technology created only a few months ago! Now that they've done it for Christmas, aren't they going to look a little silly if they revert back to the one-game cartridge scheme?

This obviously shows that console companies care more about their own profits than they do for their customers' wallets - thank GOD I bought an A1200 instead!

Name and address not supplied.

Thank God you did buy an A1200, it was the best buy you could have made.

However - bad form this, I'm defending the consoles again - I'm informed by Super Action that the Mario Allstars four game cart is part of a bundle. Not entirely dissimilar to the various "Commodore" bundles, one of which you have obviously bought, and since the software in the "Commodore" bundles is usually touted as free, what do you suggest they charge for the on-the-shelf games?

As far as profits go, well yes, £50 and more is extortionate, but money is always the aim of the game (I don't do this job for free you know. Not quite anyway...), and as long as sales stay buoyant, prices will remain the same.

Basically, if you like consoles, buy a console, if

you want something more, buy an Amiga. I've got both and I know which I prefer - in fact I'm off for a game of Sonic now. (Only joking!)

TOUR OF DUTY II

I have just returned from an operational tour to the former Republic of Yugoslavia - a truly unenjoyable tour filled with many atrocities and a lot of suffering. I worked with a number of people for many hours, at great personal risk in what seems like a neverending task.

So far from home, I felt out of touch with the "real world", so I placed an ad in Amiga Action for some software. Not only did I receive loads and loads of games, but I also got plenty of letters from Amiga pen pals.

I would just like to say a big THANK YOU to all of you at Amiga Action, and to all the people who wrote to me and my mates and sent us software. Thanks again for coming through for us Amiga Action - your mag is excellent, your reviews are great, so keep up the good work.

Brian Avann, 21 Engr Regt (or somewhere)

UNDER COVER

I have a complaint, not about your magazine, but about some of the readers' letters in issues 52 and 53 concerning coverdisks.

I finally laid my humble Speccy to rest last Christmas and ventured into the world of the Amiga. As a new reader - three issues to be exact - I am very happy with what I'm currently buying. Your mag costs £5.40 in Ireland but I don't complain, so how can your readers complain about the disks not having full-priced games on them? The last two covers were great, and I will certainly be buying Body Blows Galactic and Alien Breed 2 on the basis of the free demos you gave away and the excellent views and help of course.

Two, and sometimes three disks on your mag is fantastic value, and finally, keep putting the PD games on the disks, as many of them put the full-pricers to shame.

Damien Hanrahan, Waterford, Eire.

PS If you edit this letter, please keep in the main talking points.

Nice to know we're doing something right Dammers, and thanks for the PS too - I was just about to take out everything but the nouns. Has nobody got any complaints any more or have you all given up?

SPACED OUT

Dear Fellow Vulcans, Greetings. My name is Spocketta, girlfriend of Mr. Spock of the federation starship Enterprise NCC-1701-A. I am here to order all of you humans to live long and prosper, or else... Now where was I? Oh yes - in case you were wondering, I don't really love Spock. No, I don't. Remember that Russian one - what's his name, Checkout, that's it. Well, he's the sexy one, not that Kirk bloke.

Up here in space we get to hear really interesting things about earth. Recently I heard that an escaped convict had landed on earth and attempted to bring out a song. He uses the name Mr. Blobby. Have you heard of him? In case you're interested his real name is John Major and he needs to be caught and locked up in a padded cell.

We have many computers up here, but my all time favourite has to be the C64. No, the Atari. Hang on, no - it's definitely the Amiga. Anyway, must go - I have to make Mr. Spock some of his tasty veggieman pies.

Live long and prosper,

Spocketta (alias Rebecca Jones), Wrexham

Wrexham eh? Nice one...

Send your lettuce to:

Paul Roundell, Talkback, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP.

You can also reach us on fax no: 0625 876669

Drop ya' format fo' a sec. Have a break

OVER THE

edge

Last month I spent part of my time swanning up and down the country visiting loads of arcade manufacturers, finding out exactly what games they've lined up to tempt those £'s out of your pockets. This month I also reveal some pretty strange rumours I've picked up regarding the massive MK2 plus, the secrets, the news, the reviews — all the stuff that the public shouldn't know... yet. Learn to expect it from OTE. Get with the program and spread the word... OTE is large.



MORTAL 2 — THE SECRETS

Bloodletting fatalities, how to pull them off!

Babalities, have the warriors gone soft!

Hidden characters!

TIME TO DIE... I DON'T THINK SO!

OTE

LOSE NO MORE, GET READING...



Mortal Kombat 2 is scheduled for release the back end of this year for your fave games machine. So even if you don't use this guide in the arcade, you'll be able to refer to it when it's released for ya' machine. Hurrah... Geez I'm good to ya'.



BEGINNER'S GUIDE TO ATTACK AND DEFENCE

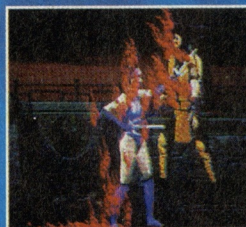
Face punch: HIGH PUNCH.
Body punch: LOW PUNCH.
Face kick: HIGH KICK.
Body kick: LOW KICK.

Uppercut: DOWN + HIGH PUNCH.
Crouch punch: DOWN + LOW PUNCH.

Crouch kick: DOWN + HIGH KICK.
Ankle kick: DOWN + LOW KICK.
Roundhouse: AWAY + HIGH KICK.
Sweep: AWAY + LOW KICK.

Throw/Flip: LOW PUNCH (Closest to opponent).
Knee: HIGH OR LOW KICK (Closest to opponent).

Jump kick: up and HIGH KICK or LOW KICK the opponent.
Jump punch: up and HIGH PUNCH or LOW PUNCH the opponent.



Hop kick: up and kick the opponent on your way up.
Hop punch: up and punch the opponent on your way up.
To block against an attack: BLOCK + down or BLOCK.
To block against the throw: down + back or down + back + BLOCK.

DEFINITIONS: All button names are in capitals. If you see the '+' that means 'and', whilst the '-' sign means 'then'. Understand? Probably not so here's an example. Scorpion's spear attack reads in the guide. Away, away - LOW PUNCH. In layman's terms this means away twice then low punch. Geddit? Ok one more, Baraka's blade swipe reads, Away + HIGH PUNCH, which when translated means away and high punch at the same time. Now you've got the idea. Read the next page then get down to your arcade and kick ass!!



out all those tricky death moves?*

ADVANCED KOMBAT TECHNIQUES

Liu Kang

Double forearm: HIGH PUNCH (When closest to opponent).

Standard fireball: towards, towards - HIGH PUNCH (can be done in air).

Crouching fireball: towards, towards - LOW PUNCH.

Flying kick: towards, towards - HIGH KICK.

Bicycle kick: hold LOW KICK (5 seconds) then release.

Fatality techniques: down - towards - away, away - HIGH KICK.

Description: Liu Kang will transform into a dragon and bite the victim in half leaving the legs standing. Stand close.



Sub Zero

Iceball: quarter circle towards - LOW PUNCH.

Ground freeze: quarter circle away - LOW KICK.

Slide: back + LOW PUNCH + BLOCK + LOW KICK.

Fatality techniques: Unknown.

Description: Unknown.



Shang Tsung

Flaming Skulls: away, away - HIGH PUNCH

(one skull) away, away - toward, toward - HIGH PUNCH (two skulls) away, away - toward, toward - HIGH PUNCH (three skulls).

Morph to Liu Kang: away, away - toward, toward - BLOCK.

Morph to Kung Lao: away - down - away - HIGH KICK.

Morph to Johnny Cage: away, away - down - HIGH PUNCH.

Morph to Reptile: BLOCK + up - down + HIGH PUNCH.

Morph to Sub-Zero: toward - down - toward - HIGH PUNCH.

Morph to Kitana: tap BLOCK three times.

Morph to Jax: down - toward - away - HIGH KICK.

Morph to Mileena: hold HIGH PUNCH (3 seconds) then release.

Morph to Baraka: two down - LOW KICK.

Morph to Scorpion: BLOCK + up - up.

Morph to Raiden: down - away - toward - LOW KICK.

Fatality Techniques: Unknown.

Description: Shang Tsung transforms into mist and enters his opponents body which in turn explodes.



Kitana

Fan swipe: away + HIGH PUNCH.

Fan throw: toward, toward - HIGH PUNCH + LOW PUNCH (can be done in air).

Fan lift: away, away, away - HIGH PUNCH.

Air attack: half circle away - HIGH PUNCH.

Fatality Techniques: Unknown.

Description: Drives the spinning razor sharp fan into the stomach of the unfortunate opponent!



Jax

Overhead hammer: HIGH PUNCH (closest to opponent).

Ground smash: hold LOW KICK (3 seconds) then release.

Grab: toward, toward - LOW PUNCH.

Quadruple slam: throw the opponent (repeatedly tap HIGH

PUNCH for up to four slams).

Energy wave: half circle away - HIGH KICK.



Fatality Techniques: hold LOW PUNCH - BLOCK, away, away, away then release.

Description: Jax claps the victims head with his hands crushing the skull into little pieces. Stand close.

Mileena

Throwing sais: hold HIGH PUNCH (3 seconds) then release.

Teleport kick: toward - away - LOW KICK.

Fatality techniques: toward - away - toward - LOW PUNCH.

Description: Mileena repeatedly stabs the victim, lifting them up as blood sprays everywhere. Stand close.



Baraka

Blade swipe: away + HIGH PUNCH.

Blade fury: away, away, away - LOW PUNCH.

Blue bolt: quarter circle away - HIGH PUNCH.

Fatality Techniques (1): away, away, away, away, HIGH PUNCH (hold BLOCK).

Description (1): Baraka extends his blades from his arms, then decapitates the victim with one swipe. Stand close.

Fatality Techniques (2): away, toward, down, toward - LOW PUNCH.

Description (2): Baraka stabs the victim and lifts them up, then they slowly slide down the blade. Stand close.



Raiden

Body launch: away, away - forward.

Lightning bolt: quarter circle towards - LOW PUNCH.

Teleport: down - up.

Electrocution: hold HIGH PUNCH (5 seconds) and release (close to opponent).

Fatality Techniques: UNKNOWN.

Description: UNKNOWN.



Scorpion

Spear: away, away - LOW PUNCH.

Teleport punch: quarter circle away - HIGH PUNCH.

Leg grab: half circle away - LOW KICK.

Air throw: BLOCK (both you and your opponent must be in mid air at the time).

Fatality Techniques: up, up - HIGH PUNCH (hold BLOCK).

Description: Scorpion removes his mask and breathes fire at the feet of the victim, which then twitches and explodes. Stand a couple of steps out of sweep.)



Hopefully you'll now be able to give the toughest opponent a run for 'their' money.

Kung Lao

Headbutt: HIGH PUNCH (closest to opponent).

Ground teleport: down, up.

Hat throw: away - towards - LOW PUNCH (the hat can also be manoeuvred in the air by moving the joystick up and down).

Whirlwind spin: up, up - LOW KICK (hold BLOCK) (rapidly tap LOW KICK to maintain spin).

Fatality techniques: toward, toward, toward - LOW KICK (hold BLOCK).

Description: Kung Lao removes his razor hat slices the victim down the centre. Stand within leg sweep range.



Johnny Cage

Stomach jab: HIGH PUNCH (closest to opponent)

Drop kick: Perform a HIGH KICK or LOW KICK (Closest to opponent).

Low green bolt: Perform a half circle towards your player - LOW PUNCH.

High green bolt: half circle away - HIGH PUNCH.

Shadow leap: back - down - back - HIGH PUNCH.

Shadow kick: back - forward - LOW KICK.

Ball breaker: LOW PUNCH + BLOCK.

Fatality techniques: down, down - toward, toward - LOW PUNCH.

Description: Cage grabs the victim and rips their torso out, throwing it to the ground. Stand close.



Reptile

Acid Spit: two forward - HIGH PUNCH.

Force Ball: two back - HIGH PUNCH + LOW PUNCH.

Invisibility: BLOCK + two up - down + HIGH PUNCH.

Fatality techniques: two back - down - LOW PUNCH.

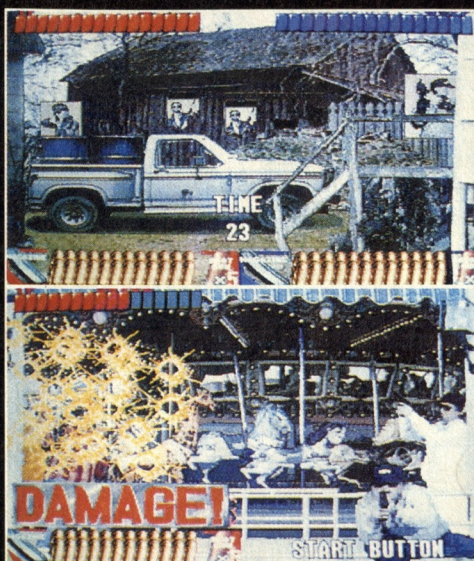
Description: Reptile shoots his tongue towards the victim's head, bringing it back and eats it. You should stand about a jump's length away.



RUMOURS AND SECRETS

■ **Mortal** Kombat 2 has been accused of being too violent, so as a kick in the teeth to all the violence protestors they've included 'babalities', the opposite of fatalities? Confused. Well when the finish him/her sign comes up, an extremely complex combination of joystick movements causes the character to do something nice for a change. Mileena bakes a cake, Baraka crafts a piece of paper into a chain of paper men and Shang Tsung shakes hands with his opponent! ■ **There** are over 25 fatalities. Most characters have two fatalities each. ■ **Rumours** from a certain trade show suggest the possibility of up to three hidden characters. Although Kano and Sonya are unavailable to play, they do make an appearance chained to the back-ground of one of the level's Jade looks like Mileena and Kitana and hides in the living forest. She'll only appear by defeating every opponent up until that level without using block or low kick. Smoke is the name given to a hidden warrior. Only the elite can reach him or so the games testers at Midway lead me to believe! Hmmm. ■ **All** you Kombat experts get your rumours, sightings and tips together and send them to the usual address. Share your secrets with the mortal world and you may even see your name in print!

UNDER FIRE



Taito have gone head to head with Konami's Lethal Enforcers in releasing Under Fire, a similar type of game in which you, the player, are armed with a tacky dayglo machine gun and dropped in to the boots of a SWAT officer whose job it is to rid the city of bad guys... original, huh. The upright unit has two guns built in, so a mate can join you in the task. Fortunately it also has individual coin slots and buttons so no thug can steal your credits. It's certainly not as good as LE playability wise as far as I'm concerned. There's something I just can't put my finger on that drags this game down. The graphics are pretty cool and there are some great touches, like the shoot-out in the supermarket, where you cause havoc when your bullets hit into the shelves of cans and jars. Overall not a bad game, but I think the old saying of "the original is always the best" sticks in this case.

VIRTUA FORMULA



Bit of an upset this one. Virtua Formula, as far as I was informed, was to be a rehashed version of the racing classic. New courses and stuff like that... However, the only difference between Racing and Formula is around £400,000. No cosmetic changes really, the only improvement seems to be with the cabinet. Previously, the top end unit used pneumatics to push the player into those corners, the actual machine didn't move. Now, the whole car you sit in shakes, shudders and even jinks in order to immerse the player into the formula atmosphere. I consider myself a bit of a VR expert, but something was wrong. If you leave the track even for a split second you'll find it difficult to concentrate and control the steering wheel as the unit throws you about. Needs practise. If you fancy a Virtua Formula in your bedroom give Sega a call. Fully installed systems only cost a half million.



DUNGEONS AND DRAGONS

Capcom's D&D — Tower of Doom features QSOUND, the 3D audio system and boy is it used to full effect in this classy adventuring jaunt. Up to four players can join in a mystical quest as the party strive towards their goal. Since it's an official licence based on the popular role-playing game it utilises all the statistics of the original RPG therefore fans of the spod like passtime will be well in their element. It separates itself from other scrolling beat 'em-ups by offering the player different paths to follow, so potentially each game is unique. Some serious emphasis has been put on the gameplay which I found to be dangerously addictive. I constantly pressed the credit button in order to avoid seeing the continue countdown. Stunning!



HARD DRIVIN' AIRBORNE

What on earth are Atari playing at? Hard Drivin' was said to be the closest you could get to driving without actually driving, and in the States they even used it to train learners. However Atari have taken it upon themselves to program Hard Drivin' Airborne which simulates driving a top of the range sports car around a track, sounds pretty normal doesn't it. The cabinet, like its predecessor comes complete with a clutch and five speed gearbox, as well as the addition of a 'wings' button. upon pressing this, your polygon created car sprouts a pair of plane wings and pulling back on your steering wheel causes the car to soar into the sky. Bizarre! There are five exciting tracks to race on plus a couple of unearthly tracks that'll take you to the other side. Spooky. A racing game with loads of hidden features, superb! Atari have created a cracking game here and deserve much Respekt, check it out.





In the US on average each NBA Jam machine is reported to be taking approximately \$2,800 a week. It's being hailed as the highest earning coin-op game in history. Following on from that, NBA Jam tournament edition is a pseudo sequel that allows two similar machines to be linked together for a totally awesome four player jam fest! Boo-ya. Git' your stuff outta here!

WHO ARE YOU KIDDING?

Who needs the stress of a relationship? You know all that, "why didn't you ring me?" and who can forget the classic "what d'ya mean your tired". Well worry no more because you'll soon (probably) be able to jack into Virtual Lover, a program being developed for use with full body immersion VR units. All the fun of a partner without the hassle. Situated deep within the notorious red light district of Amsterdam, Erotic Reality Ltd are the company behind the ambitious project. Charles Lofton, the main programmer behind the project, is still looking for financial backers. Needless to say you'll need a little more than an idea on paper before Sega give you a million. They don't call 'em space cakes for nothing. But if you're looking for researchers, why not give me a ring... Oops, I hope my girlfriend (JP) doesn't see that.

MORTAL MAKERS ENTER HOME MARKET

Williams and Bally, those guys behind Mortal Kombat, are to enter into the home consumer market. It's set to happen within the next six months, but rest assured the team who converted the console versions of MK are still gonna

be finishing the conversion job on the sequel for all the bloodthirsty home boyz, so don't worry. Acclaim have started work on the conversion of MK2 and it's destined for release towards the back end of '94.

THE BEST BOUT?

Seven of the worlds' strongest heavyweights have been brought together for a vicious boxing contest. Best Bout Boxing is new for '94 from Jaleco, I played an early version and I'm well impressed. Each of the characters has several hidden moves and as per usual it's only by a complete fluke that you'll suss 'em. It's gonna be big. Look out for it.



Ugh, just look at Kaneko's beat'em up Blood Warrior. Nine pugilist go for it, in order to become the ultimate. The blurb says "the ultimate in deadly martial arts combat". Sigh. I think the screen shot says it all.

MORTAL KOPY



CAPCOM TOPMEN TURN GREEN

Brutal warlord Kernel Goyolk is destroying the galaxy's natural resources, destroying forests in the name of 'development', for reasons bekknown only to Capcom. Two young pups decide to take it upon themselves to sock it to Mr Goyolk by jumping into their spaceships and taking on his armies?!? At various points throughout the game you'll be given advice on what you can do to save the real environment. It looks like it'll be really fun. Just have a gander at these shotz. Eco fighters is on general release now.

OTE

■ VIOLENCE IN VIDEO GAMES SLAMMED.

Arcade Manufacturers Of America (AMOA) believe that the current trend of escalating use of violence in video games will prove detrimental to the industry in the long term. Needless to say 'Gore is more' - money that is. Photo realistic fighters hacking each other up appeal. Profit over morality. That's the question. What are your views on this fragile subject? Let me know.

■ COPS COINING IT IN.

'COPS', Sky One's weekly fly on the wall cop show is now the focus of the latest Full Motion Video (FMV) game. The unit which charts your career as a lawman, is slightly unique in design.

Featuring a steering

wheel and also a holstered gun, the idea is to slam on the sirens and lights, pursue bad guys and then bring them to justice by arresting them. However, more often than not the end result is a blood bath as you take as many bad guys out as possible. More news soon.

■ WHAT DO POINTS MAKE?

Bonk's adventure aka BC Kid is the first video game in which you actually win tickets which in turn convert into cuddly toy type prizes. Coo.

■ PINBALL WIZARD?

Data East are lined up to release Tommy, a pinball table based upon the cult 60's film.

OFFICIAL OTE ARCADE TOP TEN

1. MORTAL KOMBAT II

Mortal Kombat has finally met its match. Bloody good fun but it's tough until you suss out all the techniques.



2. NBA JAM

The most fantastic basketball game to date, so easy to pick up that even first timers will get good value for mo'.



3. SUPER SF2

The origin of the vicious beat 'em-up. Super playable although the presentation isn't on par with the likes of MK2!



4. FATAL FURY SPECIAL

A superb attempt at taking the crown. Some great special moves and completely kooky characters.



5. VIRTUA FIGHTER

It's got everything bar a storyline. No nonsense beat-em up that certainly doesn't pull any punches whatsoever.



6. RIDGE RACER

Mind blowing graphics, six speed gear box plus clutch. High performance motoring Namco style.



7. VIRTUA FORMULA

Thrilling high speed Formula 1 racing without risking your health. Warning: can damage your financial sitcho'.



8. INDIANA JONES PINTABLE

With features that take 'tables one step forward. A good licence that everybody can relate to.



9. DRUG WARS

A truly interactive action movie. Gun down bad guys and still have a clean conscience.



10. OUTRUNNERS

The classic '80s game, brought up to date with '90s graphics and a two player simultaneous option.



Beat 'em-ups are obviously where the money is at the moment. Violence sells and the arcade manufacturers have sussed this out. Noticeable by its absence is a good platformer. Disturbing that. Racing games and NBA Jam are all making a powerful impact but taking Mortal Kombat 2 down from its spot is gonna be tough.

LAST WORDZ



Exclusive! World war III or Virtual wargame?

Crikey how do I do it? Anyway, next month I'll be covering the usual wild stuff plus I'll be putting Virtual Reality to the test. A year ago VR was terrible, it really was. Blurred vision, suspect games and crap graphics. That's changed. Nowadays the balance has shifted and it's now only a few years away from the likes of that seen in the Lawnmower Man movie. VR is real, the money has been invested, the time is now. The feature, well that's next month along with a full report on what happened when I joined Salford R.L.F.C for a training match. I look at whether crime pays or not, asking an ex-con to dish the dirt on the prison system in a no holds barred interview. Plus that dream machine I mentioned last month has been coming under some serious hammer, does it really work? Look forward to it, 'cos I'm outta here.

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Firmly established as the definitive interactive football strategy game, **FOOTBALL TACTICIAN 2** is now available in three superb versions:

FT2 ENGLAND the original and the first ever management game where tactics and real-time match intervention are the main requirements for a successful campaign. **FT2 SCOTLAND** the first ever simulation covering the soccer scene north of the border featuring the Premier and First divisions. **FT2 ITALIA** with the fabulous serie A and serie B for the thrills, the passion and the glory of the world's most exciting league!

Three great games with the latest 93/94 stats. One soon realises that FT2 is no ordinary soccer manager. THIS is the REAL THING. You're in charge. Events on the field are the direct result of your inputs. Even when trailing badly, a match can still be retrieved and won if you make shrewd tactical interventions. There are risks involved, uncertainty and even luck. But in the end, it's all down to you! Can you rise to the challenge?

Try **FOOTBALL TACTICIAN 2** for a totally different football experience!

What makes Football Tactician 2 so special?

- Biggest ever multi-user system: up to 46 users (yes forty-six! who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.
- First ever fully interactive management game: intervene at any time during a match to change tactics, make substitutions, adjust formation, mark players or inspect possession.
- Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, nationalities, playing positions, fitness, morale, market valuation and performance.
- Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out and examined.
- Professional recording: 36 matches always recorded for full-scale replay at ANY time!
- First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' or 'time-wasting' when Jim Parker is in charge! The message is clear: know your refs.
- Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. No waiting. No delays. Smoothness of action is FT2's hallmark.
- Most accurate editor: built-in intuitive editor capable of entering new players and fine tuning all parameters. It goes without saying that this is essential for the serious user.
- 16 different tactics from rough play to offside-trap, all adjustable throughout the match. You manage your side before AND during the match. No guessing. No falling asleep.
- Three levels of match reporting, from highlights only to ball-by-ball commentary.

What are the new features?

- FA Premiership and Division One permanently in memory with full interaction, promotions, transfers, European pool, play-offs, local and European Cups.
- Man of the Match. PFA Player of the Year. PFA Young Player of the Year. Footballer of the Year. Manager of the Year. Transfer deadline. Pitch invasions. Fights between players.
- Easy selection of penalty takers, free-kick takers, long throwers, wingers, captains, ball winners, playmakers, overlapping full backs, reserves, substitutes, player managers...
- Unique database-type search facility to locate any player in the league.
- Full-scale printing facilities. With 46 simultaneous users, highly suitable for Play-by-Mail.
- Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue.
- Plus mid-week transfer and fitness news from all 46 clubs.
- Thirteen different charts: top scorers, super-subs, penalty kings, hat-trick heroes, most bookings, most consistent player, most caps, etc, etc...
- Friendlies, precise transfer markets, club history, financial position and much much more!

Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A or Newcastle in Division One? Who wants to play a game that Roy Keane at Forest or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!



Please rush 1 copy of

FOOTBALL TACTICIAN 2 £22.95 ☐
FT2 (Scotland) £22.95 ☐
FT2 Italia (serie A and serie B) £22.95 ☐

FT2 Double Pack (tick any two) £29.95 ☐

My machine is an
AMIGA A500 (one meg) ☐ A600 ☐
A1200 ☐ ATARI ST/STE ☐

Name

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SUPER

We've been having another bit of a shuffle this month. What are we like eh? One month it's here, the next its down there - we just can't make up our minds. Oh it's a hard life y' know.

ARCADE ADVENTURE

- 1 FIRST SAMURAI**
Mirrorsoft
- 2 ROBOCOP 3**
Ocean
- 3 D/GENERATION**
Mindscape
- 4 SECOND SAMURAI**
Psygnosis
- 5 HUNTER**
Activision
- 6 ANOTHER WORLD**
US Gold
- 7 JURASSIC PARK**
Ocean
- 8 HEIMDALL**
Core Design
- 9 THE IMMORTAL**
Electronic Arts
- 10 GOLD OF THE AZTECS**
US Gold
- 11 CADAVER**
Renegade
- 12 MOONSTONE**
Mindscape
- 13 CORPORATION** + Mission Disk
Core Design
- 14 SPACE CRUSADE**
Gremlin
- 15 HERO QUEST** + Data Disk
Gremlin
- 16 ASHES OF EMPIRE**
Mirage
- 17 CYBERCON III**
US Gold
- 18 SWORD OF HONOUR**
DMI
- 19 LORDS OF TIME**
Software Business
- 20 XENOMORPH**
Ubisoft
- 21 BARBARIAN II**
Palace
- 22 SHADOW OF THE BEAST III**
Psygnosis
- 23 ROCKET RANGER**
Cinemaware
- 24 CAME FROM THE DESERT** + Ant Head
Cinemaware
- 25 HORROR ZOMBIES/THE CRYPT**
Millennium
- 26 UNREAL**
Ubisoft
- 27 KULT**
Ubisoft
- 28 OBITUS**
Psygnosis
- 29 CRYSTALS OF ARBorea**
Silmarils
- 30 VOODOO NIGHTMARE**
Activision
- 31 LAST NINJA 3**
System 3
- 32 ABANDONED PLACES**
Electronic Zoo
- 33 ZOMBI**
Ubisoft
- 34 NINJA REMIX**
System 3

- 35 COLORADO**
Ubisoft
- 36 BLOODWYCH** +Data Disks
Mirrorsoft
- 37 COLDITZ**
Digital Magic
- 38 HEAD OVER HEELS**
Ocean
- 39 INDY/FATE OF ATLANTIS**
Lucasfilm
- 40 HARE RAISING HAVOC**
Infogrames
- 41 B.A.T.**
Ubi Soft
- 42 MERCENARY III**
Novagen
- 43 SHADOW OF THE BEAST II**
Psygnosis
- 44 DIZZY'S EXCELLENT ADV**
CodeMasters
- 45 THE SIMPSONS**
Ocean
- 46 DEATH TRAP**
Anco



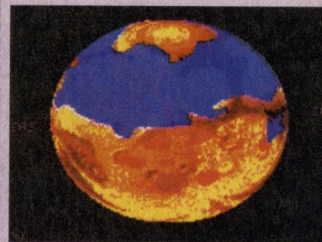
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Readysoft
- 48 TREASURE TRAP**
CodeMasters
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Psygnosis
- 50 INFESTATION**
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- 51 RESOLUTION 101**
Millennium/UBI
- 52 NEUROMANCER**
Unknown
- 53 RAN XEROX**
Ubi Soft
- 54 BATMAN - CAPED CRUSADER**
Ocean
- 55 WEIRD DREAMS**
Rainbow Arts
- 56 SPACE ACE II**
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- 57 SIR FRED**
Ubisoft
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- 59 STORMLORD**
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- 60 THUNDERBIRDS**
Teque/UBI
- 61 GHOSTBUSTERS 2**
Activision

- 62 BOROBODUR**
Thalamus
- 63 BRIDES OF DRACULA**
Gonzo Games
- 64 NIGHTBREED (INTERACTIVE)**
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- 65 GUY SPY**
Readysoft
- 66 THE RETURN OF MEDUSA**
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- 67 OMNICRON CONSPIRACY**
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- 68 BLADE WARRIOR**
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- 69 CHAOS IN ANDROMEDA**
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- 70 BADLANDS PETE**
Arc
- 71 UNIVERSAL MONSTERS**
Ocean
- 72 SPACE ACE**
Readysoft
- 73 DRAGONS LAIR 2**
Readysoft
- 74 SINGE'S CASTLE**
Readysoft
- 75 DRAGON'S LAIR**
Readysoft
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Unknown
- 78 CRIME DOES NOT PAY**
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- 79 KRISTAL**
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- 80 GALDREGON'S DOMAIN**
Unknown
- 81 EYE OF HORUS**
Millennium
- 82 PYRAMAX**
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- 83 THEME PARK MYSTERY**
Mirrorsoft
- 84 BARBARIAN II**
Psygnosis
- 85 PAC LAND**
Unknown
- 86 THREE STOOGES**
Cinemaware
- 87 HEART OF THE DRAGON**
Dynamix
- 88 MICKEY MOUSE**
US Gold
- 89 BEASTLORD**
Grandslam
- 90 AQUANAUT**
Fission Chips

ADVENTURE

- 1 BENEATH A STEEL SKY**
Virgin
- 2 MONKEY ISLAND 2**
US Gold
- 3 INDY/FATE OF ATLANTIS**
US Gold
- 4 STAR TREK**
Interplay
- 5 LEGEND OF KYRANDIA**
Virgin
- 6 LURE OF THE TEMPTRESS**
Virgin
- 7 SECRET OF MONKEY ISLAND**
US Gold
- 8 CURSE OF ENCHANTIA**
Core Design
- 9 RISE OF THE DRAGON**
Dynamix
- 10 DARK SEED**
Cyberdreams

- 11 LABYRINTH OF TIME**
Electronic Arts
- 12 MADDOG WILLIAMS**
Game Crafters
- 13 INDY/LAST CRUSADE**
Lucasfilm
- 14 KGB**
Virgin
- 15 MEAN STREETS**
US Gold
- 16 OPERATION STEALTH**
US Gold
- 17 LEISURE SUIT LARRY 5**
Sierra
- 18 CRUISE FOR A CORPSE**
US Gold
- 19 WAXWORKS**
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- 20 COSMIC SPACEHEAD**
Codemasters
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Accolade
- 22 ELVIRA II/JAWS OF CERBERUS**
Accolade
- 23 KING'S QUEST SERIES**
Sierra
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Dynamix
- 25 MANIAC MANSION**
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- 27 INNOCENT UNTIL CAUGHT**
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- 30 HITCHHIKERS GUIDE**
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- 31 CODENAME: ICEMAN**
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- 32 POLICE QUEST SERIES**
Sierra
- 33 FUTURE WARS**
US Gold



- 34 LEATHER GODDESSES**
Infocom
- 35 LEISURE SUIT LARRY 1, 2 & 3**
Sierra
- 36 SPACE QUEST IV**
Sierra
- 37 SPACE QUEST 1, 2 & 3**
Sierra
- 38 DUNE**
Virgin
- 39 TRIAL BY FIRE**
Sierra
- 40 ZAK MCKRAKEN**
Lucasfilm
- 41 ZORK TRILOGY**
Infocom
- 42 SUSPICIOUS CARGO**
Gremlin
- 43 WONDERLAND**
Virgin
- 44 DEMONIAK**
Silmarils
- 45 PLAN 9 FROM OUTER SPACE**
Gremlin

LEAGUES

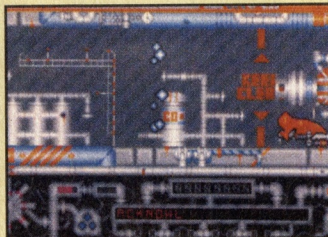
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- 83 HOLLYWOOD HI-JINX**
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- 84 TRINITY**
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- 85 A MIND FOREVER VOYAGING**
Infocom
- 86 BLACK CAULDRON**
Infocom

- 87 NIGHT ORC**
Rainbird
- 88 SEA STALKER**
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- 89 CUT-THROATS**
Ubisoft
- 90 KEEF THE THIEF**
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- 1 CHAOS ENGINE**
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- 2 DESERT STRIKE**
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- 3 ALIEN BREED 2**
Team 17
- 4 PROJECT-X**
Team 17
- 5 ALIEN BREED '92**
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- 6 BLOOD MONEY**
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- 7 ALIEN BREED**
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- 8 TURRICAN 3**
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- 9 SEEK AND DESTROY**
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- 10 WALKER**
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- 11 SILKWORM**
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- 43 ANARCHY**
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- 48 ESCAPE FROM THE ROBOT**
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- 56 BONANZA BROS**
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- 59 STRIDER II**
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- 60 ATOMIC ROBO-KID**
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- 61 THE EXECUTIONER**
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- 67 XENON**
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- 68 MONTY PYTHON**
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- 70 SUPER SKWEEK**
Loricel

- 71 BATTLESTORM**
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- 74 STARUSH**
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- 75 MERCS**
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- 76 BAAL**
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- 77 CAVITAS**
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- 99 GAUNTLET 3**
US Gold
- 100 STARGLIDER**
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SPORTS SIMULATION

- 1 SENSIBLE SOCCER V1.1**
Renegade
- 2 GOAL**
Virgin
- 3 SPEEDBALL 2**
Renegade
- 4 PRO TENNIS TOUR 2**
Ubi Soft
- 5 BRUTAL SPORTS FOOTBALL**
Millennium
- 6 JOHN MADDEN**
Electronic Arts
- 7 PGA TOUR GOLF + Data Disk**
Electronic Arts
- 8 PREMIER MANAGER 2**
Gremlin
- 9 GRAHAM GOOCH CRICKET**
Audiogenic

- 10 PREMIER MANAGER**
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- 11 MICROPROSE GOLF**
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- 12 WORLD CLASS RUGBY**
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- 14 WINTER OLYMPICS**
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- 15 EUROPEAN CHAMPIONS**
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- 16 PLAYER MANAGER**
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- 17 SPEEDBALL**
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- 18 JIMMY WHITE'S SNOOKER**
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- 19 ARCHER MACLEAN'S POOL**
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- 20 WORLD CLASS LEADERBOARD**
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- 21 LINKS**
US Gold
- 22 THE MANAGER**
US Gold
- 23 GAMES: SUMMER EDITION**
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- 24 CHAMP MANAGER '93**
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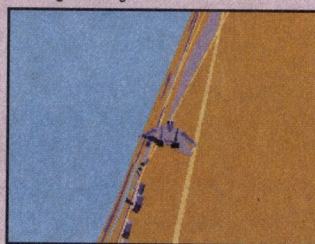
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Ubisoft
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Flair

- 47 MAN UNITED - EUROPE**
Krisalis
- 48 TV SPORTS BASEBALL**
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- 50 INTERNATIONAL SPORTS**
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- 53 EUROPEAN FOOTBALL CHAMP**
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- 54 WAYNE GRETZKY HOCKEY 2**
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- 55 MICROPROSE SOCCER**
MicroProse
- 56 INTERNATIONAL SOCCER**
MicroProse
- 57 SUPERSKI 2**
Microids
- 58 THE CARL LEWIS CHALLENGE**
Psygnosis
- 59 CALIFORNIA GAMES II**
US Gold
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Ubisoft
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Rainbow Arts
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US Gold
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- 66 WWF WRESTLEMANIA**
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Millennium
- 68 ITALY 1990**
US Gold
- 69 FACE OFF ICE HOCKEY**
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- 70 BILLIARDS II**
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- 71 REBEL RACER**
Unknown
- 72 I PLAY 3D SOCCER**
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- 73 WORLD CHAMP SOCCER**
Unknown
- 74 STEVE DAVIS SNOOKER**
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- 75 FOOTBALL MANAGER 2**
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- 76 JACK NICKLAUS GOLF**
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- 77 FOOTBALLER OF THE YEAR 2**
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- 78 3D TENNIS**
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- 79 WILD WHEELS**
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- 80 RUGBY/THE WORLD CUP**
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- 81 SUPER LEAGUE MANAGER**
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- 82 EUROPEAN SUPERLEAGUE**
Unknown
- 83 TOURNAMENT GOLF**
Unknown
- 84 MANCHESTER UNITED**
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Ubisoft

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- 91 GRAND NATIONAL**
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- 93 THE GAMES ESPANIA '92**
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- 94 ADIDAS TENNIS**
Ocean
- 95 ITALIA '90**
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- 96 M.U.D.S.**
Rainbow Arts
- 97 CYBERBALL**
Unknown
- 98 FIGHTING SOCCER**
Unknown
- 99 STREET HOCKEY**
Telecomsoft
- 100 3D POOL**
Telecomsoft

FLIGHT SIMULATION

- 1 REACH FOR THE SKIES**
Virgin
- 2 FLIGHT OF THE INTRUDER**
Mirrorsoft
- 3 GUNSHIP 2000**
MicroProse
- 4 FALCON & MISSION** Disks 1 & 2
Mirrorsoft
- 5 TORNADO**
Digital Integration



- 6 F117A**
Microprose
- 7 COMBAT AIR PATROL**
Psygnosis
- 8 B17 FLYING FORTRESS**
MicroProse
- 9 DOGFIGHT**
MicroProse
- 10 THUNDERHAWK**
Core Design
- 11 F-19 STEALTH FIGHTER**
MicroProse
- 12 THEIR FINEST HOUR** + Data Disk
Lucasfilm
- 13 F-16 COMBAT PILOT**
Digital Integration
- 14 A320 AIRBUS USA**
Thalion
- 15 BATTLEHAWKS 1942**
Lucasfilm
- 16 FIGHTER BOMBER**
Activision
- 17 A320 AIRBUS**
Thalion
- 18 A-10 TANK KILLER V1.5**
Sierra
- 19 GUNSHIP**
MicroProse
- 20 BIRDS OF PREY**
Electronic Arts
- 21 SHUTTLE**
Virgin
- 22 PROFLIGHT**
Hi Soft
- 23 INTERCEPTOR**
Unknown
- 24 FLIGHT SIMULATOR 2**
Sublogic

- 25 KNIGHTS OF THE SKY**
MicroProse
- 26 MIG-29M SUPER FULCRUM**
Domark
- 27 F-29 RETALIATOR**
Ocean
- 28 F-15 STRIKE EAGLE II**
MicroProse
- 29 A-10 TANK KILLER**
Sierra
- 30 MIG-29 FULCRUM**
Domark
- 31 TOWER FRA**
Unknown
- 32 WINGS**
Cinemaware
- 33 SKYCHASE**
Microprose
- 34 F-15 STRIKE EAGLE**
MicroProse
- 35 ATF II**
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- 36 FIGHTER DUEL PRO**
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- 37 CHUCK YEAGER**
Electronic Arts
- 38 RED BARON**
Dynamix
- 39 STRIKE FORCE HARRIER**
Digital Integration
- 40 BLUE MAX**
Unknown

RACING

- 1 SKIDMARKS**
Acid Software
- 2 LOTUS ESPRIT TURBO CHALL**
Gremlin
- 3 FORMULA ONE GRAND PRIX**
MicroProse
- 4 SUPERCARS 2**
Gremlin
- 5 LOTUS TURBO CHALLENGE II**
Gremlin
- 6 OVERDRIVE**
Team 17
- 7 STUNT CAR RACER**
MicroStyle
- 8 NO SECOND PRIZE**
Thalion
- 9 NITRO**
Psygnosis
- 10 LOTUS III**
Gremlin
- 11 LAMBORGHINI**
Titus
- 12 F17 CHALLENGE**
Team 17
- 13 MICRO MACHINES**
CodeMasters
- 14 JAGUAR XJ220**
Core Design
- 15 HARLEY DAVIDSON**
Mindscape
- 16 F1**
Domark
- 17 VROOM**
Unknown
- 18 BILL ELLIOT'S NASCAR**
Gametek
- 19 CRAZY CARS 3**
Titus
- 20 INDIANAPOLIS 500**
Electronic Arts
- 21 NIGEL MANSELL**
Gremlin
- 22 SUPER MONACO GP**
US Gold
- 23 TEST DRIVE 2**
Accolade
- 24 TOYOTA RALLY**
Gremlin
- 25 COMBO RACER**
Gremlin

26 SUPER OFF ROAD RACER

Virgin

27 SUPER CARS

Gremlin

28 TEAM SUZUKI

Gremlin

29 LOMBARD RAC RALLY

Mandarin

30 SUPER HANG-ON

Activision

31 JUPITER'S MASTERDRIVE

Ubi Soft

32 RVF HONDA

MicroStyle

33 INDY HEAT

The Sales Curve

**34 PSYBORG**

Loricel

35 4D SPORTS DRIVING

Mindscape

36 OUTRUN EUROPA

US Gold

37 HARD DRIVIN' II

Domark

38 ROAD RASH

Electronic Arts

39 GRAND PRIX CIRCUIT

Unknown

40 TURBO OUTRUN

US Gold

41 HARD DRIVIN'

Domark

42 BADLANDS

Domark

43 PRIME MOVER

Psygnosis

44 THE CYCLES

Ubisoft

45 CHASE HQ II

Qcean

46 POWERDROME

Ubisoft

47 OVERLANDER

Elite

48 TEST DRIVE

Accolade

49 BURNING RUBBER

Ocean

50 RED ZONE

Psygnosis

51 CISCO HEAT

Mirrorsoft

52 RACE DRIVIN'

Domark

53 MOONSHINE RACERS

Millennium

54 FERRARI FORMULA 1

Virgin

55 THE ULTIMATE RIDE

Mindscape

56 HOTROD

Activision

57 GRAND PRIX MASTER

Codemasters

58 CHASE HQ

Ocean

59 HIGHWAY PATROL 2

Infogrames

60 DRIVIN' FORCE

Digital Magic

BEAT'EM-UP**1 MORTAL KOMBAT**

Virgin

2 IK+

System 3

3 BODY BLOWS

Team 17

4 PANZA KICK BOXING

Futura

5 TORVAK THE WARRIOR

Core Design

6 BODY BLOWS GALACTIC

Team 17

7 BUDOKAN

Electronic Arts

8 STREETFIGHTER II

US Gold

9 ORIENTAL GAMES

Unknown

10 AFTER THE WAR

Dynamic

11 VIGILANTE

US Gold

12 WRATH OF THE DEMON

Readysoft

13 SHADOW WARRIORS

Ocean

14 FINAL FIGHT

US Gold

15 NINJA WARRIORS

Virgin

16 GOLDEN AXE

Virgin

17 SWORD OF THE SODAN

Activision

18 CHAMBERS OF SHAOLIN

Grandslam

19 METAL MASTERS

Infogrames

20 BLACK TIGER

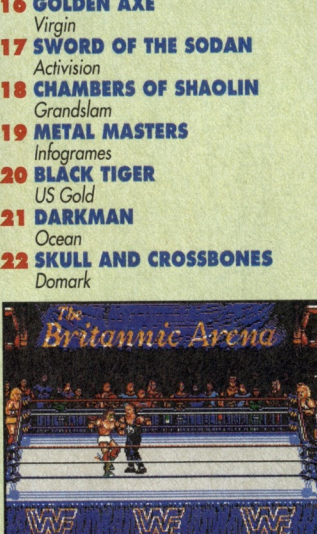
US Gold

21 DARKMAN

Ocean

22 SKULL AND CROSSBONES

Domark

**23 DOUBLE DRAGON III**

Virgin

24 DYNASTY WARS

US Gold

25 PITFIGHTER

Domark

26 FULL CONTACT

Team 17

27 TMHT

Mirrorsoft

28 DINOWARS

Unknown

29 NIGHTBREED (ARCADE)

Ocean

30 ROGUE TROOPER

Krysalis

31 DOUBLE DRAGON II

Virgin

32 DANGEROUS STREETS

Flair

33 LAST NINJA 2

System 3

34 IVANHOE

Ocean

35 WILD STREETS

Titus

36 DR DOOMS REVENGE

Entertainment International

37 COUGAR FORCE

Tomahawk

38 TURTLES 2/ARCADE GAME

Mirrorsoft

39 WWF II

Ocean

40 ALTERED BEAST

Unknown

STRATEGY**1 SETTLERS**

Kornpart

2 POWERMONGER + Data Disk

Electronic Arts

3 UTOPIA + Data Disk

Gremlin

4 PERFECT GENERAL

Impressions

5 MEGA LO MANIA

Mirrorsoft

6 POPULOUS II

Electronic Arts

7 CIVILISATION

MicroProse

8 DUNE II

Virgin

9 PIRATES! GOLD

MicroProse

10 CAESAR

Impressions

11 SABRE TEAM

Krisalis

12 GLOBAL EFFECT

Electronic Arts

13 DREADNOUGHTS

Turcan Research

14 CAMPAIGN 2

Empire

15 GENGHIS KHAN

Infogrames

16 GENESIA

Mindscape

17 SIM CITY DELUXE

Infogrames

18 SIMCITY +Terrain Editor

Infogrames

19 A-TRAIN

Maxis

20 CAESAR DELUXE

Impressions

21 SUPREMACY

Unknown

22 CELTIC LEGENDS

Ubi Soft

23 GLOBAL DOMINATION

Impressions

24 BANDIT KINGS

Unknown

25 BATTLE ISLE + Data Disk

Blue Byte

26 POPULOUS +Promised Lands

Electronic Arts

27 RAILROAD TYCOON

MicroProse

28 RAGNAROK

Mirage

29 AIRFORCE COMMANDER

Impressions

30 CAMPAIGN + Data Disk

Empire

31 REALMS

Virgin

32 THE PATRICIAN

Daze

33 CENTURION

CCS

34 BREACH 2

Impressions

35 HARPOON + Data Disk

Mirrorsoft

36 MURDER

US Gold

37 LASER SQUAD

Krisalis

38 ROME AD92

Millennium

39 VIKINGS

Thalamus

40 BREACH

Impressions

41 PALADIN

Impressions

42 SIM EARTH

Ocean

43 DEUTEROS

Activision

44 HISTORYLINE 1914-1918

Blue Byte

45 SIMANT

Ocean

46 WARLORDS

Unknown

47 1869

Flair

48 GETTYSBURG

Mirrorsoft

49 ARMADA

Mirrorsoft

50 BORODINO

Mirrorsoft

51 MONOPOLY

Unknown

52 WHEN TWO WORLDS WAR

Impressions

53 RISK

Unknown

54 BATTLE CHESS II

Intercom

55 BATTLEMASTER

Unknown

56 MOONBASE

CRL

57 BATTLE CHESS

Electronic Arts

58 LORDS OF CHAOS

DMI

59 BRIGADE COMMANDER

Unknown

60 HILL STREET BLUES

Krisalis

61 AIRFORCE COMMANDER

Impressions

62 KINGMAKER

US Gold

63 AIR BUCKS

Impressions

64 GOLD OF THE AMERICAS

Starbyte

65 HALLS OF MONTEZUMA

US Gold

66 ARNHEM

CCS

67 GERM CRAZY

Electronic Zoo

68 TOWER OF BABEL

MicroProse

69 CHESS CHAMPION 2175

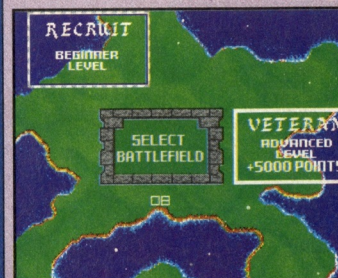
CDS

70 FLOOR 13

Virgin

71 FIGHTER COMMAND

Impressions

**72 FORT APACHE**

Impressions

73 LIFE AND DEATH

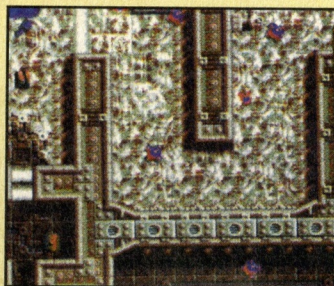
Mindscape

- 74 INTERCEPTOR**
Electronic Arts
- 75 RED LIGHTNING**
SSI
- 76 CONFLICT EUROPE**
Mirrorsoft
- 77 COHORT**
Impressions
- 78 SEIGEMASTER**
CCS
- 79 STORM ACROSS EUROPE**
SSI
- 80 CONFLICT: MIDDLE EAST**
US Gold
- 81 NAPOLEON I**
Impressions
- 82 AFRIKA KORPS**
Impressions
- 83 BIG BUSINESS**
Rainbow Arts
- 84 RAMPART**
Domark
- 85 CASTLES**
Electronic Arts
- 86 CRIME CITY**
Impressions
- 87 'NAM**
Domark
- 88 TRADERS**
Unknown
- 89 NUCLEAR WAR**
US Gold
- 90 CHARGE OF LIGHT BRIGADE**
Impressions
- 91 CASTLES 2**
Interplay
- 92 CHAMPION OF THE RAJ**
Mirrorsoft
- 93 DRAGON FORCE**
Phalion
- 94 OVERRUN**
US Gold
- 95 WATERLOO**
Mirrorsoft
- 96 FIRETEAM 2200**
Ubisoft
- 97 AUSTERLITZ**
Mirrorsoft
- 98 NO GREATER GLORY**
Unknown
- 99 UMS 1+2**
MicroProse
- 100 ACTION STATIONS**
Lazer

ARCADE STRATEGY

- 1 CANNON FODDER**
Virgin
- 2 FRONTIER - ELITE 2**
Gametek
- 3 LIBERATION**
Mindscape
- 4 ELITE**
Rainbird
- 5 SYNDICATE**
Electronic Arts
- 6 SPACE HULK**
Electronic Arts
- 7 ARMOUR-GEDDON**
Psygnosis
- 8 DYNABLAST**
VBI
- 9 THE KILLING CLOUD**
Mirrorsoft
- 10 FLAMES OF FREEDOM**
MicroProse
- 11 HIRED GUNS**
Psygnosis
- 12 STARGLIDER 2**
Rainbird
- 13 THEATRE OF DEATH**
Psygnosis
- 14 STORM MASTER**
Silmarils

- 15 SPECIAL FORCES**
MicroProse
- 16 NORTH AND SOUTH**
Infogrames
- 17 WAR IN THE GULF**
Empire
- 18 PIRATES**
US Gold
- 19 TRANSARCTICA**
Silmarils
- 20 INTERPHASE**
Mirrorsoft
- 21 DRAGON'S BREATH**
Palace
- 22 MIDWINTER**
MicroProse
- 23 IRON LORD**
Ubisoft
- 24 MILLENNIUM 2.2**
Activision
- 25 DAMOCLES + Mission Disk**
Novagen
- 26 COVERT ACTION**
MicroProse
- 27 VOYAGE BEYOND**
Unknown
- 28 LORDS OF THE RISING SUN**
Cinemaware
- 29 ROBIN HOOD**
Millennium



- 30 ANCIENT ART/WAR IN SKIES**
MicroProse
- 31 NARCO POLICE**
Dynamix
- 32 STAR CONTROL**
Unknown
- 33 TEAM YANKEE**
Empire
- 34 MOONFALL**
Hewson
- 35 TIME MACHINE**
Activision
- 36 MAGIC FLY**
Activision
- 37 PACIFIC ISLANDS**
Empire
- 38 CYTRON**
Psygnosis
- 39 STRIKE FLEET**
Electronic Arts
- 40 STARFLIGHT**
SSI
- 41 SPACE ROGUE**
Unknown
- 42 RULES OF ENGAGEMENT**
Impressions
- 43 MAGIC GARDENS**
Electronic Arts
- 44 ECO PHANTOM**
Elec Zoo
- 45 VOLFIED**
Empire
- 46 AIR SUPPORT**
Psygnosis
- 47 SWORDS AND GALLEONS**
Silver
- 48 D-DAY**
US Gold
- 49 CARTHAGE**
Psygnosis
- 50 LOST PATROL**
Ocean

PLATFORM

- 1 FLASHBACK**
US Gold
- 2 SOCCER KID**
Krisalis
- 3 SUPERFROG**
Team 17
- 4 ZOOL**
Gremlin
- 5 THE ADDAMS FAMILY**
Ocean
- 6 ASSASSIN '94**
Team 17



- 7 ASSASSIN**
Team 17
- 8 PREMIERE**
Core Design
- 9 GODS**
Renegade
- 10 FURY OF THE FURRIES**
Mindscape
- 11 ZOOL 2**
Gremlin
- 12 RAINBOW ISLANDS**
Ocean
- 13 DONK**
Supervision
- 14 PARASOL STARS**
Ocean
- 15 FIRE & ICE**
Renegade
- 16 ROBOCOD**
Millennium
- 17 LEANDER**
Psygnosis
- 18 PUTTY**
System 3
- 19 COOL SPOT**
Virgin
- 20 ARABIAN NIGHTS**
Krisalis
- 21 RICK DANGEROUS 1+2**
MicroProse
- 22 TITUS THE FOX**
Titus
- 23 ALIEN 3**
Virgin
- 24 MAGIC BOY**
Empire
- 25 QWAK**
Team 17
- 26 SLEEPWALKER**
Ocean
- 27 CHUCK ROCK II**
Core Design
- 28 DELIVERANCE**
21st Century
- 29 FUZZBALL**
System 3
- 30 RODLAND**
The Sales Curve
- 31 JAMES POND**
Millennium
- 32 9-LIVES**
Arc
- 33 ALFRED CHICKEN**
Mindscape
- 34 LETHAL WEAPON**
Ocean
- 35 ELF**
Ocean

- 36 MYTH**
System 3
- 37 SWITCHBLADE 2**
Gremlin
- 38 FANTASTIC DIZZY**
Codemasters
- 39 TEARAWAY THOMAS**
Soundware
- 40 BEAVERS**
Grandslam
- 41 JIM POWER**
Loricel
- 42 WOODY'S WORLD**
Global
- 43 'ALLO 'ALLO**
Alternative
- 44 GLOBAL GLADIATORS**
Virgin
- 45 TROLLS**
Flair
- 46 MAGIC BOY**
Empire
- 47 SWITCHBLADE**
Gremlin
- 48 MAGIC POCKETS**
Renegade
- 49 TOKI**
Ocean
- 50 ELVIRA THE ARCADE GAME**
Flair
- 51 THE BLUES BROTHERS**
Titus
- 52 WONDER DOG**
Core Design
- 53 CHUCK ROCK**
Core Design
- 54 P.P. HAMMER**
DMI
- 55 CREATURES**
Thalamus
- 56 DEEP CORE**
Ice
- 57 LIONHEART**
Thalion
- 58 MCDONALD'S LAND**
Virgin
- 59 BC KID**
Ubi Soft
- 60 OSCAR**
Flair
- 61 BUBBLE BOBBLE**
Firebird
- 62 HARLEQUIN**
Gremlin
- 63 FLOOD**
Electronic Arts
- 64 NEW ZEALAND STORY**
Ocean
- 65 VIKING CHILD**
Unknown
- 66 CAR-VUP**
Core Design
- 67 RISKY WOODS**
Electronic Arts
- 68 YO JOE!**
Hudson Soft
- 69 JOE & MAC**
Elite
- 70 NIGHT SHIFT**
Lucasfilm
- 71 DINO DETECTIVE AGENCY**
Alternative
- 72 GLOBDULE**
Psygnosis
- 73 NEBULUS II**
Hewson
- 74 UGH!**
Blue Byte
- 75 MEGA TWINS**
US Gold
- 76 ROLLING RONNY**
Virgin
- 77 BABY JO**
Loricel
- 78 SUBURBAN COMMANDO**
Alternative

79 GHOULS 'N' GHOSTS

Elite

80 PREHISTORIK

Titus

81 NICKY 2

Daze

82 WIZ 'N' LIZ

Psygnosis

83 FATMAN

Kompakt

84 DOJO DAN

Europress Software

85 HUDSON HAWK

Ocean

86 NAVY SEALS

Ocean

87 HOI

Kompakt

88 CAPTAIN PLANET

Mindscape

89 EDD THE DUCK

Zeppelin

90 SUPER CAULDRON

Titus

91 KID GLOVES

Unknown

92 LITTLE BEAU

Digital Magic

93 IMPOSSAMOLE

Gremlin

94 THE AMAZING SPIDERMAN

Unknown

95 BATMAN - THE MOVIE

Ocean

PUZZLE & QUIZ**1 LEMMINGS 2**

Psygnosis

2 OH NO! MORE LEMMINGS

Psygnosis

3 LOST VIKINGS

Interplay

4 DIGGERS

Millennium

5 PIPEMANIA

US Gold

6 BUBBA 'N' STIX

Core Design

7 ONE STEP BEYOND

Ocean

8 PUSH-OVER

Ocean

**9 HUMANS/JURASSIC LEVELS**

Mirage

10 BILL'S TOMATO GAME

Psygnosis

11 KRUSTY'S FUNHOUSE

Virgin

12 KLAX

Domark

13 CHIPS CHALLENGE

US Gold

14 TETRIS

Infogrames

15 BRAT

Mirrorsoft

16 WIZKID

Ocean

17 BOB'S BAD DAY

Psygnosis

18 BLOB

Core

19 GOBLINS 2

Coktel Vision

20 MORPH

Millennium

21 GOBLIINS

Coktel Vision

22 GOBLINS 3

Sierra

23 TRODDLERS

The Sales Curve

24 SINK OR SWIM

Zeppelin

25 TINY SKWEES

Loricel

26 LOOPZ

Audiogenic

27 SUPER TETRIS

MicroProse

28 STEG

CodeMasters

29 SWITCH QUIZ

Switchsoft

30 BLOCKOUT

Unknown

31 LOCOMOTION

Global

32 WELLTRIS

Infogrammes

33 BUG BOMBER

Unknown

34 ISHIDO

Palace

35 PUZZNIC

Ocean

36 NEVERMIND

Psygnosis

37 E-MOTION

US Gold

38 TRIVIAL PURSUIT

Domark

39 CASTLE OF DR. BRAIN

Sierra

40 STONE AGE

Grandslam

41 ATOMINO

Psygnosis

42 SUPAPLEX

Digital Integration

43 LOGICAL

Rainbow Arts

44 GEM'X

Unknown

45 BRAIN BLASTERS

Psygnosis

46 ATOMIX

Unknown

47 REVELATIONS

Krisalis

48 PICK'N'PILE

Ubi Soft

49 QUADREL

Krisalis

50 CATCH'EM

DMI

51 PLOTTING

Ocean

52 7 COLORS

Infogrammes

53 KWIK SNAK

Unknown

54 SPINDIZZY WORLDS

CodeMasters

55 JUMPING JACKSON

Unknown

56 CLOWN'O'MANIA

Unknown

57 SCRABBLE

Melbourne House

58 MANIX

Millennium

59 MANIC MARBLE

Unknown

60 SCRABBLE

US Gold

61 TILT

Unknown

62 BOULDERDASH

First Star

63 BOSTON BOMB CLUB

Silmarils

64 THE POWER

Demonware

65 GEARWORKS

Software Business

ROLE PLAYING**1 DUNGEON MASTER**

Psygnosis

2 CHAOS STRIKES BACK

Psygnosis

3 EYE OF THE BEHOLDER II

US Gold

4 LEGEND

Mindscape

5 KNIGHTMARE

Mindscape

6 AMBERSTAR

Thalion

7 BLACK CRYPT

Electronic Arts

8 MIGHT AND MAGIC III

US Gold

9 PALADIN II

Impressions

10 BANE OF THE COSMIC FORGE

US Gold

11 EYE OF THE BEHOLDER

US Gold

12 MIGHT AND MAGIC II

US Gold

13 PERILION

Psygnosis

**14 SHADOWWORLDS**

Krisalis

15 WORLDS OF LEGEND

Mindscape

16 POOLS OF DARKNESS

US Gold

17 DEATH KNIGHTS OF KRYNN

US Gold

18 CHAMPIONS OF KRYNN

US Gold

19 BLADE OF DESTINY

US Gold

20 BARD'S TALE III

Electronic Arts

21 BARD'S TALE II

Electronic Arts

22 ABANDONED PLACES 2

ICE

23 ISHAR 2

Daze

24 ULTIMA VI

Mindscape

25 EXODUS

Global

26 STARFLIGHT II

US Gold

27 WHALE'S VOYAGE

Flair

28 STARFLIGHT

US Gold

29 SHADOWLANDS

Domark

30 SECRET OF THE SILVER BLADES

Infocom

31 HARD NOVA

Electronic Arts

32 SHADOW SORCERER

US Gold

33 ISHAR/LEGEND OF FORTRESS

Daze

34 LEGENDS OF VALOUR

US Gold

35 LORD OF THE RINGS

Electronic Arts

36 SPACE 1889

Empire

37 MEGATRAVELLER 1

Empire

38 BUCK ROGERS

US Gold

39 DRAGON WARS

Unknown

40 AZURE BONDS

US Gold

41 POOL OF RADIANCE

US Gold

42 LEGEND OF FAERGHAIL

Rainbow Arts

43 TREASURES/SAVAGE FRONT

US Gold

44 GATEWAY/SAVAGE FRONT

US Gold

45 DRAGON FLIGHT

Unknown

BAT & BALL**1 PINBALL FANTASIES**

21st Century

2 PINBALL DREAMS

21st Century

3 ARKANOID 2/REV OF

Ocean

4 SHUFFLEPUCK CAFE

Ubisoft

5 ARKANOID

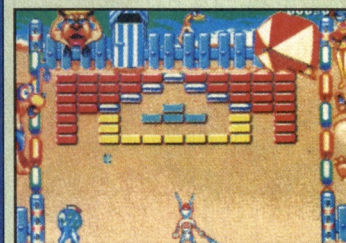
Ocean

6 KRYPTON EGG

Rainbird

7 BUNNY BRICKS

Silmarils

**8 LORDS OF WAR**

Rainbow Arts

9 BOTICS

Krisalis

10 TITAN

Titus

**Superleagues
bribes are now
being accepted.
Send your
requests and
confectionery
to the usual
address please...**

SWAP

Penpals wanted. I am 14 years old and would like male or female penpals between 11 and 14. 100% reply guaranteed. Write to Chris Archer, 32 Pladda Terrace, Broomlands, Irvine, Ayrshire, Scotland, KA11 1DL.

Amiga 600 2 Meg, 4 joysticks, mouse, speakers, 50 blank disks, Lemmings 1+2, Gunship 2000, Dune II, R4TS, Zool, Striker, Grand Prix, Campaign, D-Generation, Chaos Engine, plus 19 more VG bits of software. All new, £480. Phone Ben Mountfield on 0705 462371.

Amiga boxed original games including Premier Manager, F1GP, £6.50 each, Walker, Champ Manager 93, £9 each. Lots of others. Also Amiga 500 with original games, £150. Phone Russell Pratt on 0234 365967.

Has anybody got Lost Patrol? I will gladly pay or else swap for either Cannon Fodder or Hired Guns. Phone Charles on 0872 520242.

For sale: A600 2 Meg + accessories inc. Jurassic Park, Settlers, Waxworks, well looked after. The lot £230. Genuine goods, must sell now! No offers thanks. Phone Daniel Heeney on 0322 277341.

For sale: Captain Dynamo £5, Body Blows enhanced version £14, WWF2-European Rampage £9 (full price version). All games in excellent condition. Will swap any two for Soccer Kid. Phone Neil Clark on 0851 870 460.

For sale: Dune, Shadowlands, Realms, Powermonger, Space Crusade, Sim City and Populous, Lure of the Tempress, Megalomania, £10 each, Xenon 2, £5. Phone Rob on 0268 692573.

Swap/sell: Civilisation, F1GP, Special Forces, Reach for the Skies, A-Train, Syndicate, EOB 1, Dungeon Master/Chaos, Sabre Team, Hired Guns, Space Hulk, Silent Service 2, Populous 2, Knightmare, Lotus 2 and more. Wanted: Empire (The Wargame), Perfect General. Phone Craig on 0754 769723 (after 6PM).

For sale: Monkey Island, Jimmy White's, Zool, Heroquest and data disk, Striker, £7 each., Kyrandia £14, Risky Woods £10, Chaos Engine £12, Sensible Soccer V1.1 £11. Will post. Phone Andrew Humphrey on 0993 830711.

Penpals wanted, especially female, 20+. Talk about anything, especially PC's, soccer, rugby. Write to Martin Smith, 201 S. Anderson, Tullahoma, TN, 37388, USA! Urgently wanted: programs, demos, utils, Amos, clip-art, anims and games. New PD library going public, all enquiries answered. Write to First Choice PD, Gate House, 94 Hogs Gate, Moulton, Spalding, Lincolnshire, PE12 6QH.

Wanted for A500: D-Generation and Manix. Will swap or buy for cash. Please call Roger on 0202 576324.

Swap: Legend of Kyrandia, Curse of

Enchantia for Ryder Cup or Hero Quest 2 or Links. Phone Steve on 081 200 8553.

Amiga contacts wanted, 100% reply. Send lists and letters to Ian Cummings, 15 Nelson Close, Horden Peterlee, Co. Durham, SR8 4BY.

Many recent top titles at low prices. Premier Manager, Chaos Engine, Lotus III, Heimdall and many more! For list phone Stewart McCone on 0977 706118.

Mega Drive boxed, two joypads, five games. Phone Robert on 0482 53244.

Wanted: contacts to swap the latest games, 100% reply. Write to Adrian Charlesworth, 8 Petchell Way, Grimsby, South Humberside, DN32 7BL.

Bargain: A590 20 Meg hard drive with 1 Meg Ram, original boxing with manuals, excellent condition, recently serviced, £100 ono. Phone Peter Howsen on 0986 798539.

For sale: Battle Isle 93, Blade of Destiny, Curse of Enchantia, Wrath of the Demon, all boxed. Phone Dean Henderson (in green ink) on 0271 867431.

Graham (four letter word master) Taylor, Kick Off, FA18 Interceptor, Space 1889, Strike Fleet, Flight of Intruder, boxed £5 each or swap. Phone P. Dart on 0392 438624.

Wanted: Bloodywych. Will pay £10 without data disk, £15 with data disk. Phone Luke on 0245 351056.

Will swap: The Godfather, Premiere, Robocop 3 or Ancient Art of War in the Skies for Skidmarks, Jurassic Park or Alien Breed II. Phone Richard Hamilton on 0732 833150.

Contax needed fast, 999% reply. Send disks, lists to Ian Burton, Parc Newydd, Cemaes Bay, Anglesey, N. Wales.

Wanted: colour 24 pin Citizen Swift. New model if possible. Please phone Tim Buckley on 0343 812881 with details.

Swap or sell: Robocop 3, Premiere, Chuck Rock, Lotus Two, Super Space Invaders 4 game comp, Robocop, Populous 2. Phone David Norton on 0440 708312.

I am selling my A500+ games for a pound a disk. Write to Kieren Parson, 42 Hockley Road, Wilnecore, Tamworth, Staffs., B77 5EE.

I would like to swap Championship Manager 93, European Champions, Escape from the land of the Robot Monsters. Any one or two of them for Kevin Keegan's Player Manager, Nick Faldo's Golf or Match of the day. Phone Matthew Sargeant on 0922 59441.

Swap: Reach for the Skies or Sabre Team for Premier Manager or Championship Manager. Write to Carl Surry, 37 Fairfield Way, Barnet, Herts, EN5 2BQ.

Amiga contacts wanted, 100% satisfaction (wahey!). Everything you ever wanted here (It gets even better). Write to Lusty Linda aka Peter Dynes, 17 Chestnut Grove, Derrymacash, Lurgan, Co. Armagh, N. Ireland.

Swap: Golden Axe, Pit Fighter, Robocop 2,

3D Construction Kit, plus lots more, all for Body Blows, Pro Tennis Tour. Phone Andrew McInnes on 0228 573363.

A1200 specific games, Ryder Cup, Trolls, Nigel Mansell, £35, exchange Sabre Team A1200, Waxworks, Another World, Darkseed. Phone Andrew on 0633 893769. Amiga contacts wanted. 100% reply. Write to Allan Mikkelsen, Magleogade 23, 4220 Karsor, Denmark.

Wanted: Legends of Valour. Will swap brand new Zool 2 or will buy for £10. Also might buy other RPG's. Phone David Radley on 092 572 2980.

Wanted: Alien Breed 2, £10, Silk-Worm, £9, Super Pro Zip Stick, £7. Must be Amiga 1200 games! Phone Samuel Brookes on Bromsgrove 574534.

Contacts wanted. Quick and reliable. Send list to Philip Gunwhay, 6 Whimbrick hey, Mareton, Wirral, Merseyside, L46 9RU.

For sale: Premier Manager- the original, only £12. Contact Dan on 081 449 4556.

Swap: Agony and Oh No More Lemmings for Warlords (Amiga). Contact Clive Lilley on 0242 226883.

We were talking in the office, and wondering - like, why does this block appear in the middle of Swap Shop every month? Nobody seems to know why it is. It's been here ages and we just fill it each month without thinking. Kinda weird eh?

Wanted: hard drive for A1200 or any expansion equipment and games. Phone Paul Jackson (top surname mate) on 0536 770007

Amiga contacts wanted. Please send list of games to swap to N. Odgers, 9 Park crescent, Falmouth, Cornwall, TR11 2DL.

Help I'm desperate, not for anything pervy, but for the first Amiga Action magazine. Good price paid, just call Greg Harrison on 0752 267715.

To sell: CD32-Deep Core, CD32-Morph and CDTV-All Dogs go to Heaven (all new), £15 each or £30 the lot. Also large selection of A500/600 games. Send SAE for list to Stuart Ewen, 65 Halifax Road, Dewsbury, W.Yorks., WF13 4HD.

Megadrive six games, £85 boxed. Phone Derek Brand on 0203 313207.

Wanted: A570 CD drive, xtra disk drive, A590 hard drive, modem, a Replay cartridge and Epic. Also Amiga contacts 14-16 M-F. Phone James Affleck on 0675 481388.

Contacts wanted! 1000% replies to Amiga users. Please send lists to Jason Morgan, 228 Westbury Road, Stockingford, Nuneaton, CV10 8HJ.

Lots of games for Amiga includes Air Bucks, American Gladiators, £12. Also Gameboy Gamegear stuff. For list phone Paul+Christian Madden on 0732 864527.

If anyone knows how to play Links the

Challenge of Golf please contact Harry Sadler on 0532 770753.

I would like to swap my Street fighter 2 for First Samurai. phone Baz on 0260 280216 any time.

Reliable contact wants reliable contax ASAP. Hi to Graham, send update. Write to Jason Green, 40 Wheatfield Close, Glenfield, Leicester, LE3 8SD.

Amiga contacts wanted male/female, worldwide. send lists/disks to David Alexander, 88 Panmure Street, Monifieth, Dundee, Scotland.

Female penpals wanted 13 and above. Write to Jon Sutcliffe, 10 Maytree Close, Chelmsley Wood, Birmingham, B37 5ED.

Original Amiga games, limited offer £5. SAE for list of games. Write to miss D.E. Obiorah, 105 Gilmore Road, Lewisham, London, SE13 5AB.

Wanted: Amiga contacts to swap PD, utilities, music and stuff. Please send list/disk to Simon Hobbs, 40 Penrhos Cres, Rumney, Cardiff, South Wales, CF3 8PB.

Wanted: Alex please ring Simon Hobbs on 0222 777511 with your address.

Wanted: A copy of Toyota Celica GT. Will pay £2.50. Write to Dag Bostend, Tverrveien 41, 2100 Skarnes, Norway.

Game Boy 68 in 1, £100 or swap for £60 and 5 original Amiga 1200 games. Phone Sam Hamoudi on 061 8669360.

Amiga contacts wanted, 300% reply. send disks/lists to Ian Burton, Parc Newydd, Cemaes Bay, anglesey, N. Wales, LL67 4H2.

Amiga contacts wanted to discuss and swap games, male or female, 12 to 14. Write to Tom Pappes, 7 Berkeley Street, Barbourne, Worcester, WR1 3DL.

Trying to set up my own PD library: contacts needed quickly. Help! Any info or disks would be great! Write to Mark Cheate, 71 Eastdale Road, Bakersfield Road, Nottingham, NG3 7GP.

I would like to swap Back to the Future 2 and Dizzy Panic plus Dizzy Treasure Island for Birds of Prey or Knights of the Sky. Phone Lewis Harding on Chichester 528458.

I will swap Alien Breed 2 for Body Blows Galactic or Lemmings 2. Also for sale, Legend of Kyrandia, £15. Write to Paul Keane, Kiltullagh, Athenry, Co. Galway, Ireland.

For sale: a Lynx II, Gamegear, Gameboy, Supervision, lots of games and accessories, also for Megadrive, very cheap. Ring Matt on 051 343 9360.

Wanted: Amiga contacts. send lists/disks to

SHOP

Michael Pring, 31 Wentworth Drive, Broadstone, Dorset, BH18 8EJ.

Sell Amiga 500+ 1Meg upgrade, 52 Meg A590 hard drive, work station, disk box, disks, £500 ono. Ring Brett Mills on 0706 841047.

I would like to swap: Zak McKracken and The Secret of Monkey Island for Flashback. Also Body Blows for Road Rash. Phone Leon Poulthney on 0284 704 829.

Swap: Zool, Wolfchild, Another World, Larry 3&5, KQ4 for Legend of Kyrandia or Indy 4. Three of mine for one of yours. Write to Alexander Hausmanis, Sjeahgs vagen 30, 56436-s Bankeryd, Sweden.

For sale: Action Replay MK3 cartridge, very good condition, £40 ono. Phone Andy on 0993 841286.

Amiga contacts wanted, 100% reply. Send list to Lee Shilton, 148 Hinckley Road, Burbage, Leics., LE10 2AH.

Will sell: A-Train, Body Blows, Superfrog, Chaos Engine, Dynablastor or Lemmings 2 for £15 each or swap for any of the following: Flashback, Premier Manager 1 or 2, Micro Machines, Nick Faldo's Golf, Monkey Island 2, Overdrive, Ryder Cup Golf or Championship Manager 93. Phone Matthew Penscor on 0472 210620.

Amiga contacts wanted worldwide, 100% reply. Write to Mats lindh, Elvenesveien 22, 1666, Rolvsøey, Norway.

Will swap Elite 2, 8 games for a good role play/strategy game or sale for £15. Phone Mark Thornby on 0895 632868.

If you're interested in Arabic games, utilities and demos, contact Kuwait youths at: PO Box 32861, Rumaithiya, Kuwait.

Amiga games for sale, most in mint condition. printed lists available. Write to Stuart Hardy, 33 Fir Tree Drive, Wales, Sheffield, S31 8LZ.

Sell or swap Body Blows Galactic A1200 for Micro Machines A600/ £20. SG Fighter joystick for Segas, £15. Phone Andrew Arnold on 0438 813006.

Master System 2, 8 games fully boxed with instructions, 1 control pad, and will sell for £125. Please call David Williams on 0694 723873.

Wanted: Monkey Island One, original. Will pay no more than £8. Phone Jonathan Cross on 0924 862539.

New PD compilation disk: A Slice Of The Action Volume 1, only £1.50. Phone Simon Jones on 0782 517597 after 4 PM.

Boxed games, all as new with instructions, Zool, Striker, Pinball dreams, Transwrite, Sleepwalker (A1200), £10 each. Phone Mr. D. Young on 0533 393277.

A500+ with colour monitor, ext. drive, four joysticks and 100 original games. Also Naksha mouse, £400. Phone Matthew Turner on 0206 571982.

I'm an 11 year old Amiga 500 owner looking for a French or Irish penfriend to talk about new games coming out for the Amiga

etc. Write to John Birkley, 50 Ryecroft Avenue, Woodthorpe, York, Yorkshire, England, YO2 2SD.

Sale/swap Amiga games, boxed originals: Zool £10, Hoi £5, Lemmings £10, Lotus III £10, Airbus 320 USA £12, Lotus I £5, Rainbow Islands £5, Batman the Movie £5, or swap for Grand Prix, Cool Spot, Overdrive, Premiere, Soccer Kid, Alfred Chicken, Flashback, Global Gladiators, Mr. Nutz, Super Mario Brothers and Super Swiv. Write to Christopher Herbst, Hengrove, Eaton Rd., Appleton/Oxford, OX13 5YY. Got Lemmings, Sabre Team, Campaign, Civilisation, Caesar. Want any other games or printer. Phone Richard on 081 805 3627. WWF, Deluxe III, Rainbow Islands, Turtles, Escape of the Robot Monsters, £5 each or £20 the lot. Phone Robert Anglesea on 0244 675002.

Amiga contacts needed, 1000,000% reply (don't they teach maths at school these days or what!). Send lists/disks to Steven Mann, 37 Southdrift Way, Farley Hill, Luton, Beds., LU1 5PX.

Has anyone got a hard drive for A500 in the Netherlands? And I like to swap games with anyone in Holland. Phone Jan Willem Veening on Holland 05921 43286.

Amiga 500, 1 Meg, manuals and leads, lots of disks, about 100 top titles, £200 ono. Phone Paul Foster on 0943 862790.

Amiga contacts wanted, 100% reply. Send lists or disks. Contact David Shepherd, 6 St. Dyfrig Close, Dinas, Powys, South Glamorgan, CF6 4UA.

Amiga contacts wanted. Send lists and prices to A. Wiles, 27 Broadmeadow Road, Wyke Regis, Weymouth, Dorset, DT4 9BT.

Swap Shuttle Simulator original in box for good flight sim, F117A etc. or what have you. Phone Graham Martin on 0705 511517.

Amiga contacts wanted, 104% reply, latest available. Contact Kurt Buttigig, 9 Tar Rokne, Turretta street, St. Venera, HMR18, Malta.

For sale: A500+, mouse and pad, Workbench 2.04, TV modulator, 10 original games, Joystick, D Paint III, GFA Basic etc., manuals inc. Write to Neil Jobes, 11 Cairnburn Gardens, Belfast, N. Ireland, BT4 2HV.

Wanted: contacts. Send disks/lists to Jason Green, 40 Wheatfield Close, Glenfield, Leicester, LE3 8SD. Try me, I'm very reliable.

Wanted: Amiga contacts. Send disk lists. 100% reply. Contact Paul Moores, 7 Goway Walk, Winsford, Cheshire, CW7 3HZ. A500+ sale with games (chartbreakers) and magazines, power supply box, joystick and pad, mouse, insurance, worth £350, sell £250 ono. Ring Johnny didn't send his name in on 0297 442485.

A1200 contacts, new to Amiga scene, send disks, lists to Steven Shankey, Flat B, Central Buildings, Corn Market, Penrith, Cumbria, CA11 7HT.

Wanted: Life and Death for Amiga 500+. Will buy. Phone Ian Henderson on 0527 66900.

I'll swap: Starglider 2, Vigilante Rodland, DD3 and Boxing Manager for Monkey II or Larry 3. Phone Johnny on 092 402563.

For sale: Quartet music sampler game, £15 or swap for other games. phone Duke for more information on 0831 164474.

Wanted: Amiga contacts, 100% reply. Swaps, chat, etc. Write to Duncan Ratcliffe, 20 Greenbrook Close, Lowerhouse, Burnley, Lancs., BB12 6PE.

For sale: Amiga games only £10 each ono. SAE to Nic Ireland, 22 Fford Colomendy, Denbigh, Clwyd, LL16 5UT.

Wanted: Amiga swappers for PD, demos, utilities, please send your list/disks to Simon Hobbs, 40 Penrhos Cres., Rummy, Cardiff, South Wales, CF3 8BP.

Wanted: Issue 50 of Amiga Action with disks for a very good price. Phone Gareth Lewis on Bath 433765.

Wanted: Empire (The Wargame), will buy or swap. Phone Craig Smith on 0754 766985. Wanted desperately!: Amiga penpal contact. Immediate reply. Send letters, disks to Michael Smith, 61 Barker circuit, Kelso, Bathurst, Australia, Post code 2795.

Amiga 500, 1 Meg, joysticks, mouse, new games, excellent condition, boxed. Worth £600 will sell for £250 ono. Phone Gareth Richards on 051 722 3683.

Will swap: Sharp electronic organiser, Back to the Future 2 for Roboshift. Write to John Christie, 67 Greenfield Road, Middleton-on-the-wolds, Driffield, YO25 9UL.

Swap or sale: Road Rash £13 ono, Curse of Enchantia £13 ono. I will swap for Championship Manager, KGB, Police Quest 1 or Leisure Suit Larry 1. Sale spectrum 128K+2 with over 100 games + joystick for £140. Phone Chris Stapleton on 051 423 3082.

Castles, A-Train, Techno Sound Turbo, and Sim Earth, all £15 each. Phone Matthew Pickersgill on 061 330 0766.

Swap: Airbus (Europe), Monkey Island, F-2g Retaliator, Hard Drivin', Crash Garrett, Days of Thunder, Flight Path 737, Night Breed, Back to the Future 2, for Project X, Body Blows, Superfrog, Monkey Island 2, Alien Breed 92, Indiana Jones and the Last Crusade. All games are boxed and with original manuals. Phone Roald Oosterhoff on Holland 31 6987 26909.

Desperately wanted: TV Sports Basketball. Will buy or swap. Phone Ian Blackburn on 091 5846149 (after 6PM).

Sell or swap: A-Train, Another World, Lure of the Temptress, Cruise for a Corpse, Guy Spy, Eye of the Beholder II for Syndicate, Flashback, Street Fighter II. Call Steve Gibbard on 0297 445856.

I've got Gauntlet 3 and Fantasy World Dizzy. Will swap both for either Cannon Fodder, Skidmarks, Mortal Kombat or Bill's Tomato

Game. Phone Hugh Costello on 081 946 3260.

Swap: Putty, Body Blows, Disposable Hero, Jetstrike, Lost Vikings. Wanted: Lionheart, Mortal Kombat, Turrican 3, or for sale. Write to James Morris, 48 Coral Close, Tuffley, Gloucester, GL4 0R6.

New A1200 owner needs help to build software collection. Send lists/disks (100% reply honest) to Steve, Staff Annexe, Royal Hotel, South Parade, Weston Super Mare, Avon, BS23 1YN.

For sale: Dune II, Zak McKracken, Premier Manager II, all from £8 to £18. Or swap for either Monkey II or B17 Flying Fortress. Phone Shola Merryman on 081 503 6121 (from 5PM to 9PM).

Wanted: Amiga contacts worldwide. I have an Amiga 500 with 1 Meg. Send lists and disks to Jorge Pena, Avda. Paralelo, 114, 5 2-1 Esc. DCHA., 08015, Barcelona, Espana.

I will swap: Striker or Alien Breed 92 Special Edition for Premier Manager, or will sell Striker for £10 and Alien Breed 92 for £7. Call Nick on 0457 873347.

Wanted desperately! The original Star Wars for the Amiga 500. Swap for F-15 II or cash. Phone Andy Cunningham on 0332 666669. Mega Drive £75, 4 games, Sonic 2, Altered Beast, PGA Tour, Lotus. Phone Dean Smith on 0909 484741.

Amiga 1200 for sale, 85MB hard disk, 2MB RAM, 1 joystick, some software, 2 months old, all boxed, £400. Phone Dean Cooper on 0753 817749.

Amiga contacts wanted for fast swaps of games and tips. 100% reply. Send lists/disks to L. Peacock, 7 Montague Way, Stalybridge, Cheshire, SK15 1AL. Swap my Spectrum for some games for Amiga 500+. Also wanted contacts, 100% reply. Write to Darko, PO Box 6648, Limassol, Cyprus.

Swap: one of my toenails and some potato peel for the chance to live The Life of Riley. Write to Mr. Confused, Todmorden, Lancs. Amiga contacts wanted, 500+ users and 1200 users. 100% reply. Send lists to Ben Lee, 1 Thurstable Road, Tollesbury, Maldon, Essex, CM9 8SF.

28, seeks female contacts for swaps, advice, friendship. Mine's a 1200, what's yours? Write with lists to Brian Warburton, 44 St. Nicholas Estate, Buddesley Ensor, Atherstone, Warks., CV9 2EY.

Wanted: anybody willing to write simple database for all Amigas. Must hold minimum of 10,000 records. For forthcoming national business. 20% of 1 year's profit paid. Will be distributed. Demo disks if possible. Contact C. Bridgen, 34 Hill Top Road, Northfield, Birmingham, B31 5AP.

Willy Beamish wanted for loads of games. Ring for lists for the Amiga. Phone Sam McInerney on 0702 231807.

PD contacts wanted. 3000% reply to EVERYONE in the UK. Write to John Webb,

SWAP SHOP

1 Lisleys Field, Cryers Hill, High Wycombe, Bucks.

To swap: CD32 Whale's Voyage. I want CD32 games: Mansell, D. Streets, Microcosm, Liberation, Overkill, Zool or Beneath a Steel Sky for A500.

Amiga contacts wanted. 101% reply. Send lists or disks to Chris, 60 Clare Road, Whitstable, Kent, CT5 2EJ.

Wanted: original boxed copy of Alien Breed. Good price paid or swap for other. Call Ian on 0207 581013 (after 6PM).

Swap: Alien Breed 92, Man Utd. and street Fighter II for Monkey Island II. Phone Robert Stewart on 041 7731574.

For sale: A500, 1 Meg upgrade, mouse, joystick + 2 games. Everything boxed, only £180. phone Lee Holden on 0204 888981. Wanted: Amiga 500 or 500+. Will pay £120. Also any contacts with games to swap. phone Zoe Nuttall on 0742 336875.

Contacts wanted, guaranteed reply. Send list or disk. Also swap Cannon Fodder for Mortal Kombat. Write to Paul Baillie, 11 Wormald Street, Almondbury, Huddersfield, HD5 8NQ.

Amiga contacts wanted, male or gorgeous females (soooo... desperate for it then...!). Age 13 or over and disk swapping. Ring Jonathan Engels on 0663 733047.

Amiga contacts wanted. I have a large collection of games to swap. Write to Ricky Strachan, 84A The Green, Southall, Middx., UB2 4BG.

Colour printer for sale, still in box, £150. Phone Ricky Strachan on 081 571 9606. Disk with over 500 cheats, only £2. Write to Gregor Patterson, 52 Main Road, Fenwick, Ayrshire, Scotland, KA3 6AL.

Amiga contacts wanted. Send lists/disks to Kevin Doherty, 12 Conifer Avenue, Woodburn, Derry, N. Ireland, BT47 1QD. Disk mag needs: letters, any reviews - on disk. Send anything to Puma, 6 Fallowfield Walk, Bury St. Edmunds, Suffolk, IP33 2QS. For sale, Pushover £5 and Photon Paint £6, or both for an amazing £10. Call Richard Mills on 0707 320044 (between 4PM and 9PM).

For sale: A600 2MB, mouse, 7 months old. Will sell cheap, good condition. Call Rod Soon on 081 427 4803 (after 6PM).

CD32 contacts wanted everywhere, 101% reply. I am 19 years old. Write to Martijn Noordam, Borstelgras 71, 3206 SB Spijkenisse, The Netherlands.

Sell: Monkey Island 2 £12, Indy Adv £7, or swap for Game Gear games. Phone Ryan Flint on 0980 52864.

Wanted: Amiga contacts 101% worldwide. Send lists/disks to Edward "Metallica fan" Kelly, 7 Parkmore Est., Tuam, Co. Galway, Ireland.

Swap Premier Manager or Gazza II for The Manager or Silly Putty. Phone Dave Adamson on 0442 824387.

Amiga contacts wanted world wide, 300% reply. Send lists/disks/letters to Lee Scullion, 24 Rothbury Road, Redhouse, Sunderland, Tyne and Wear, SR5 1JN.

For sale: Cannon Fodder £15, Elite II £15,

The Chaos Engine £8, Sensible Soccer 92/93 £8, Zool A1200 £8, Putty, Project X, Alien Breed SE £4 each. Phone William Roberts on 0204 308874.

Help. has anyone got a solution to Darkseed or Issue 42 of Amiga Action. Contact Dawn Bevan, 143 Skinnerthorpe Road, Sheffield, S4 8GG.

PC engine scart to scart, 10 games. Cost £800, sell for £250 ono or swap for Amiga 1200 + cash. Phone Jim Harrison on 0782 518994.

Swap Campaign, Pacific Islands, Midwinter II, Oriental Games, Shadow Warriors.

Others wanted: Walker, Superfrog, Murder, Brutal Sports Football and any other decent games. Phone Ben Allan on 0533 830704.

Wanted: Abandoned Places I and Millennium 2.2. Will swap games or pay cash. Phone Peter Bartlett on 021 3130129.

Amiga contacts wanted. Send list/letters to Steve, 8 Porthdafarch Rd., Holyhead, Gwynedd, N. Wales.

Amiga 600 for sale. 80 games, 2 joysticks, 2 disk boxes, lots of mags. £250 boxed. Phone K. Harper on 0532 790811.

Amiga contacts wanted for A600-A1200.

Write to Edward Morrison, 95 Strabane Old Road, Waterside, Derry N.Ireland, BT47 2QB.

Sega Game Gear for sale, 2 games cars, Adaptor master converter £70. Phone David Liversidge on 0673 861442.

CD32 £220 (includes Oscar and Diggers). Write to Matthew Pickersgill, 27 Crescent Rd., Dukinfield, Cheshire, SK16 4ET.

For sale: Morph, Zool, Street Fighter 2, all £10. Dizzy, POY, Captain Planet, Simpsons, all £3 (all mint cond.). Phone Steven Thomas on 0495 249279.

Amiga contacts wanted, 101% reply, worldwide accepted. Send lists/disks to Dave Harvey, 62 Chestnut Avenue, Blyth, Northumberland, NE24 1PH.

Amiga penpals wanted, male/female, aged 14-17. 100% reply. Write to Lee Williams, Old Farm Ave., Sidcup, Kent, DA15 8DL.

A1200 games wanted. Turn your unwanted games into cash. All must work on A1200. Send your lists and prices to C.A. Edwards, C Troop, 38 SQN RLC, BFPO 34, Germany. A1200 PD wanted. Also the following if A1200 compatible: Navy Seals, Silent Service 2, Pirates, Goblins, Universal Monsters and magazine cover disks. Phone C.A. Edwards on 0203 791451.

Sell: Desert Strike, Soccer Kid, Sim City de luxe, Pinball Fantasies, F1 Grand Prix, Putty, Another World and others, all for £10 each. Excellent condition. Phone Lee Mills on 0366 383303.

Sega Master System, two pads, 3 games, £30. Ring Steven Green on 061 456 6325.

Games for sale: Graham Taylor's Soccer Challenge £5, Premier Manager £10, Midwinter £5, Lemmings £5, plus loads more. Write to Andrew Cockburn, 81 Osborne Crescent, Tweedmouth, Berwick upon Tweed, TD15 2HX.

For sale: A500, 1 Meg, Phillips CM8833 MK II monitor, LC-200 colour printer, loads of

games, demos etc. Phone John McGrail on 081 941 2771.

Will swap Monkey 2, Lure of the Temptress.

Want: Heimdall and Sim City. Swap separately. A600 only. Write to J. Rowlands, 18 Hughes Avenue, Prescot, Merseyside.

Wanted! Amiga pen pals to talk about latest games and swap games. Also KGB, Cruise for a Corpse, £20 both!! Write to Chris Davies, 59 High Street, Coedpoeth, Wrexham, Clwyd, LL11 3UE.

Games required for Amiga 1200. Send lists and prices to M.A. Roberts, 97 The Fordrough, Northfield, Birmingham, B31 3LH.

SNES for sale, 3 games which include FZero, Addams Family, SMB4, boxed with instructions, two controllers, £115 ono. Ring Chris on 0943 607076.

Amiga A1200 contacts wanted to swap games etc., 100% reply. Send lists to Tim, 15 Lymore View, Montgomery, Powys, SY15 6RJ.

Female or male contacts wanted, good for a laugh. Write about Amiga and life. Write to Steve Oliver, 8 West Street, Banbury, Oxon, OX16 7HA.

Amiga games for sale from £2 each. Send for printed lists to Stuart Hardy, 33 Fir Tree Drive, Wales, Sheffield, S31 8L2.

GVP 52 Meg hard disk drive for sale, perfect cond., can see working, £150. Phone Norman on 0473 827860 (evenings).

Datel Action Replay MKIII and splitter for hard drive connection, £40 including recorded P+P. Phone Wincen Lowe on 081 555 6922 (evenings or weekends).

Swap/sell: Sleepwalker 1200, Night & Magic 2, Loom. Wanted: Ishar, Monkey Island 2, Conquest of Camelot, Curse of Enchantia. Write to Joy Birley, Aberggraint, Crieth, Gwydd, LL52 0HT.

Swap: Space Invaders 2, Chess Tutor for Utopia and Goblins or Genesis and Utopia. Phone Marie Quelch on Southampton 841316.

A500+ upgrade, plenty games, mouse, joystick, mags, with computer table, £240 ono. Phone Trevor Dennis on 021 359 1978.

Wanted: top Amiga games and contacts. 100% reply. Write to Dean Bennett, 2 Ashton Cottages, Northall, Dunstable, Beds., LU6 2HE.

Amiga contacts wanted, 101% reply. Send with lists/disks etc. for A1200 to Thomas Bradburn, 6 Grange Crescent, Urmston, Manchester, M31 1HU.

I am selling: Syndicate, Zool, Street Fighter II, Sabre Team and Beholder II. Syndicate £15, the rest £10 each. Phone Nicholas Tsirides on 0554 833173.

Amiga contacts wanted, 100% worldwide. I have good games, write now to Adrian Ward, 6 Parkmore Estate, Tuam, Co. Galway, Ireland.

Lynx 2 with 4 games, bag, packaging and instructions. Sell for £145. Also Spectrum+2, over 100 games for £105. Phone Ian Gibbons on 0734 590550.

A600/A1200 contacts wanted. Send your games lists now for immediate reply to

Darren Mackie, 16 Woodbush Court, Dunbar, East Lothian, Scotland, EH42 1JE. Sega Master System for sale, nine games, two pads, £105 ono. Contact Darren Sadler, 4 Grindlow Drive, Sheffield, S14 1PF.

Sega Master system 2, good condition with 3 games, Populous, Ninja and Alex Kid, just £50. Phone Rob Beaumont on 0386 853340.

To swap: Spellbound Dizzy, Robin Hood, Captive, Gremlins 2, Fright Night, Ultima 3, Goldrunner. Anything considered. Phone Oliver Tobin on 081 429 1502 (weekends only).

Amiga contacts wanted, 100% reply. Send letters, lists, disks to Mr. R.D. Barker, 5 Melbourne Road, Chatham, Kent, ME4 5PD.

Swap PGA Tour Golf with extra course disk for Monkey Island 2, Walker. Phone Russell Smith on 0556 690632 (after 4PM).

Will swap: G-LOC, Zool, Maniac Mansion, Tusker, for Waxworks, Wonderland, Cruise for a Corpse or Lucasfilm RPG. Phone Katy Lewis on 0273 508017.

For sale: Formula 1 GP £10, Scrabble £7, Another World £8, G-LOC £5, F17 Challenge £8. Please call Mr. Fida Gilani on 071 237 7353.

For sale: A500 with Meg, 2 joysticks & mouse, loads of games including Pacific Islands, Chaos Engine, Exile, Harlequin, Putty, Whirlwind Snooker, F1GP, Gods, North and South, & many more. Phone Jake Hurst (only if near Sheffield) on 0742 581107.

Amiga 600 for sale with Philips monitor CM8833-II, 2 mice, 2 joysticks, 2 disk boxes with 100 disks, £100 worth of magazines, £350 worth of original games, all leads and manuals, excellent condition. Games include Mortal Kombat, SFII and Sensible Soccer 92/93. All for just £560. Phone Tom Adams on 0402 743251.

Contacts wanted, 9654% reply (sort your maths out son). Anyone welcome. Write now before my cat becomes furry (eh?) to AJ, 50 Cauldwell Avenue, Whitley Bay, Tyne and Wear, NE25 9RW.

Swap: Chuck Rock II for Powermonger, Stardust, Settlers, Cannon Fodder, any one of the above. Write to Marcus Allwood, 21 Crown Street, Peterborough, Cambs., PE1 3HX.

Contacts wanted to swap games, 101% reply. Just send list to C. Lynes, 14 Onslow Road, Newent, Gloucestershire, GL18 1TL.

I will swap A600 for A1200 or A500 and anyone with PD software please a list or a letter. 1MB or more to swap. Write to Mr. A. Shufflebotham, 2 Sussex Drive, Kidsgrove, Stoke on Trent, Staffs, ST7 1HG.

Wanted: Bloodwych and data disks, cash paid. Contact Diarmuid Quirke, 52 Meadow Park Lawn, Ballyvolane, Cork, Ireland. Wanted: Turtles III (Turtles take Manhattan) game for NES. Pay 310 to £15. It's an American game. Write to Allan, 7 Verbera Crescent, Cowplain, Waterlooville, Hants., PO8 9DD.

Wanted: football management addicts to challenge myself for promotion in any game or boxing managing. If interested contact Malcolm Clvett, 253 Griffiths Drive, Ashmore Park, Wolverhampton, West Mids., WV11 2JT.

Swap Dune 2, Mortal Kombat. Syndicate K-G-B, Black Crypt, Darkseed, Power-Monger,

☐ Address

NEXT MONTH...

Well now - we've given you a stonking great three disk issue as an April treat, so what can we do next? Suppose we could always have an **in-depth interview with the creators of Sensible World of Soccer**, possibly the finest footy game not yet to have hit the Amiga. And speaking of footy, how are you fixed for a coverdisk? Which brings us neatly to the matter of our **exclusive demo featuring the Amiga's primary chracter, James Pond**, in Operation Starfish. Incidentally, anyone having trouble with the ever-so-slightly tricky **Cannon Fodder**? Catch us next month then, because we'll be booking-er, looking into it.

(That's "FREE BOOK!")

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TFX

REVIEWS

PC PLAYER



PC ACTION

90%

PC ZONE

CLASSIC 90%

PC REVIEW

9/10

PC HOME

91%



"It's more than a straight flight sim.; D.I.D. have emulated multi-million dollar flight simulators. When you play TFX the first thing that hits you is the detail of the landscape... over seven million square km appears on screen, with hills, roads and mountains all in the right place." THE EDGE

"The graphic detail is quite superb, with stunning visuals and strong sense of image, TFX is quite often like watching a movie... when I first saw TFX my jaw dropped so far it took me 15 minutes to find it again! It's fast, good looking and fun." PC REVIEW



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